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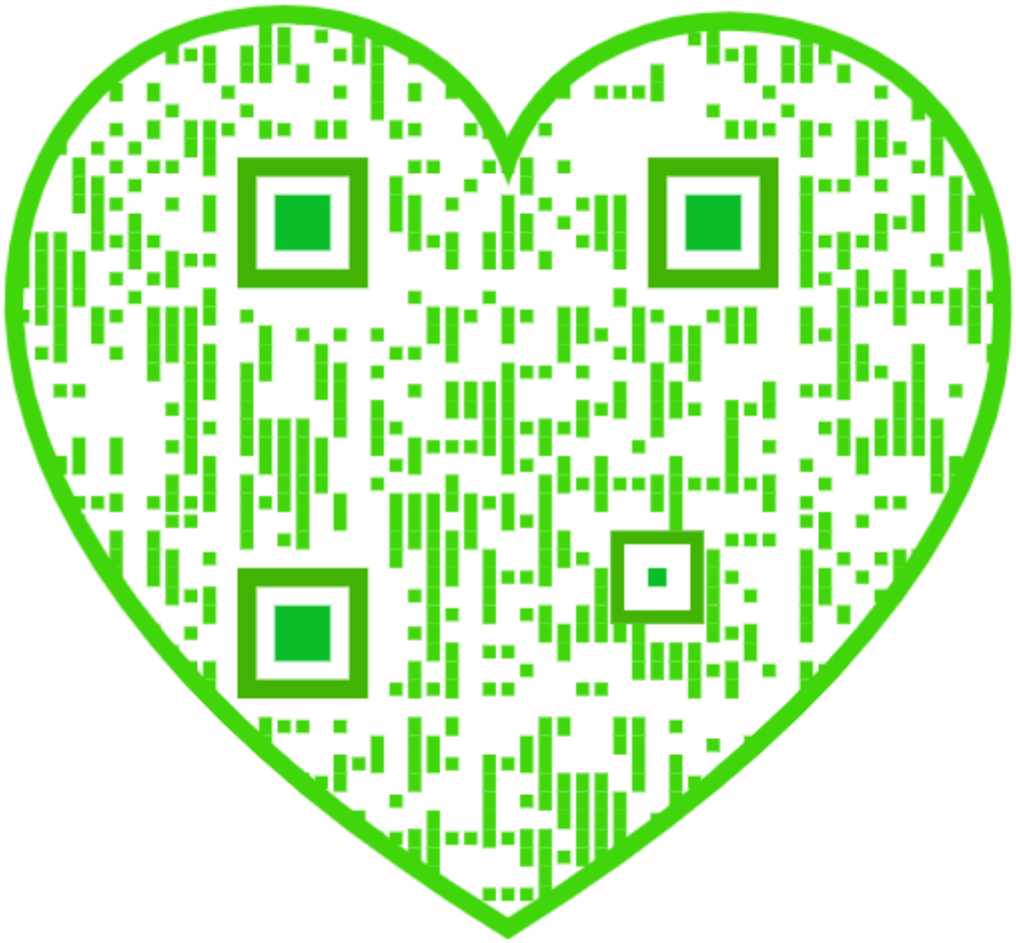

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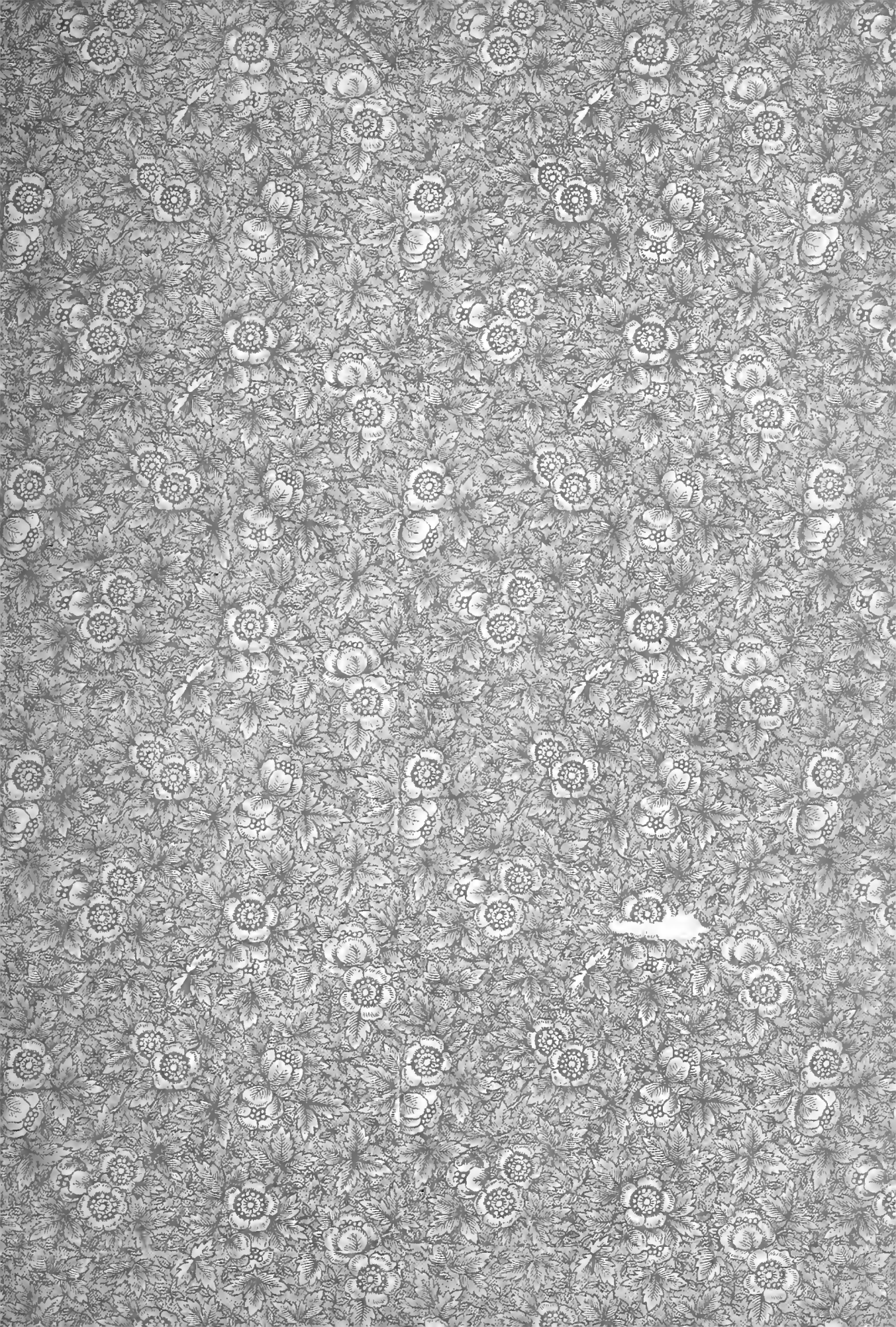

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HANDBOOK OF WHIST

AND

READY REFERENCE MANUAL

OF THE

MODERN SCIENTIFIC GAME

BY

"MAJOR TENACE"

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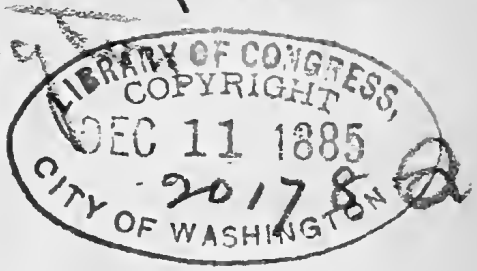

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A HANDBOOK OF WHIST.

INTRODUCTION.

In this handbook an attempt is made to condense, arrange, and to marshal into a system all the specific directions for play that could be found in the works of the acknowledged masters of the game of whist. The object is to present these directions, unencumbered by explanation or discussion, in a form convenient for reference.

Many topics are omitted, in which a novice would find instruction necessary.

To the unscientific player, it may seem a perplexing mass of details,—of doubtful authority, and challenging a most prodigious effort of the memory.

But to the genuine student of whist, who has perused such works as those of Pole and Cavendish, and strives to apply their principles in his play, this Handbook of Reference is offered, to show him, at a glance, what to do in any given situation,—what to lead, and what to play.

That which he is expected to gather from these pages, and to hold in memory, is:

1. The point at which one principle or maxim is modified by another; and
2. Where one principle, ceasing to be applicable, is superseded by another, and probably an opposite one.

To him, as the reason of any play, or, under slightly changed conditions, why a modified or opposite play is adopted, will be suggested the fundamental principle of the game—namely, that **each hand is not to be played independently, but in conjunction with the partner's hand.**

The directions, tables, and synopses of this little book have been so arranged, that a solution may be quickly found to almost any case of doubt or perplexity that can arise in the mind of a player, during the course of a hand. If he will form the habit of fixing in his mind the doubtful situation, and of looking it up afterward at an early opportunity—say, during the next deal, or later,—he will in a short time greatly improve his play.

Moreover, it is believed that these tables are so suggestive of the theory of whist, that any person studying them will find his play rapidly becoming a matter of judgment rather than of

memory. The relief thus afforded will enable a player the more easily to keep his attention fixed on the fall of the cards, and the more accurately to infer the position of the cards unplayed.

As a fitting conclusion to this introduction, the compiler would disclaim all credit for originality, except for the design, and for the arrangement of the matter herein presented.

The authorities on whist are such "household words," and their works so commonly in the possession of players, that it has been deemed unnecesssary to make references to them for the support of each individual statement.

The author ventures to hope that his meagre outline of the beauties and intricacies of whist will inspire his readers to a further study of the subject in the more extended treatises by the masters of the famous game.

THE PLAN OF THIS BOOK.

In the arrangement of this handbook, various objects have been kept in view.

1. To treat each topic exhaustively.
2. To show by variations of type the relative importance of each direction.
3. To make the book easy for reference.

In treating of the lead, the best, or strongest, play is given at the outset; the remaining leads follow in the order of their preference.

The choice of suits from which to lead is first considered. Two series of directions are given. The first series, consisting of eight directions, presents in one view the principles applicable to the opening player. The second series, which includes the first, is more general, and contains twenty-six directions, arranged in the order of their preference. These are for the guidance of any player, whenever the lead is secured, and apply to the instances, also, in which the lead is obtained the second or third time in the same hand.

In the second division of this subject, those leads which, as given in the series, are general in their character, are treated in detail, in order to set forth **what particular card of the suit chosen** should be selected for leading.

The subject of leading is so important that it needs to be studied in all its relations. To provide for this object five synoptical tables have been constructed. Table I. (for trumps) and Table III. (for plain suits) furnish, as it were, a bird's-eye view of the relations which subsist between the strength of a suit and the card which should be led from it.

The table for plain suits is comparatively simple, and illustrates clearly the second point (stated on page 2) which a reader is expected to gather from these pages, and to hold in memory.

The remaining tables (II., IV., and V.) are tables of comparison. In IV. and V. are presented, in a graphic manner, the points of difference in leading from trumps and from plain suits. The former relates to suits of five or more; the latter, to suits of four. Table II. exhibits the many radical differences, as well as numerous similarities, in leading trumps from suits of four, in the two following circumstances:

1. When led originally.
2. When led in return of partner's lead, and in other similar instances.—See p. 18.

A further treatment of the subject of leading, groups together all the possible cases from which the lead of each particular card may arise. Summaries, both for trumps and for plain suits, are also given, showing the probable inference in the case of each card led.

The play of the second hand is next considered, and is treated according to the following scheme:

I.—IN PLAIN SUITS.

In the first round of the suit.

A. When an honor is led.

B. When the ten, nine, or eight is led.

C. When a low card is led.

THE SIGNAL FOR TRUMPS,

THE ECHO.

After the first round.

The play of the second hand renouncing.

II.—IN TRUMPS.

In the first round.

A. When an honor is led.

B. When a low card is led.

THE GRAND COUP.

After the first round.

The scheme for the treatment of **the play of the third hand** is as follows:

I. In the first round of a suit.

II. After the first round.

DIRECTIONS FOR FINESSING.

GETTING RID OF THE COMMAND IN PARTNER'S SUIT.

III. The play of the third hand renouncing.

Directions for the play of **the fourth hand** follow; and, finally, **the discard.**

Even the most perfect familiarity with all the general or minute directions set forth in this book, and the readiest application of them

in play, will not be sufficient to constitute a person a player of the highest rank. Whist is such a rare and perfect game, that there will still be left an almost boundless and ever-varying field for ingenious inferences and strategical lines of play.

THE LEAD.

I.—OF THE OPENING PLAYER.

In the opening play the leader has mainly to consider his own hand. In the lead of trumps, however, the turn-up card, if it be Knave, ten, or nine, may affect the lead. Thus:

1. Knave turned up at the right.
   From **A., Q., 10, etc.,** lead **Queen,** instead of the nine, or a low card.

2. Ten turned up at the right.
   From **K., Kv., 9, etc.,** lead **Knave,** not a low one.
   From **Q., Kv., 9, etc.,** " **Queen,** " "

3. Nine turned up at the right.
   From **Kv., 10, 8, etc.,** lead **Knave,** not a low one.

In one instance given by Cavendish, the opening lead entirely depends on the partner. The leader holds:

A., K., Q., 3, of diamonds; which are trumps.
9, 8, 6, 4, 3, of hearts. A., K., Q., of spades.
8, of clubs. Score: Love-all.

His conclusion is that with ninety-nine partners out of a hundred, a heart would be the right lead. But with an "angel" for a partner, one round of trumps (the Queen) as

a feeler would be right, and then a lead of hearts. By the change of suits the partner should understand that he is not to return the trump lead unless he is very strong in them.

DIRECTIONS

FOR THE OPENING LEAD.

I.—FIRST CHOICE.

Lead Trumps from five, or more.—With the requisite number of trumps in hand, this lead is generally considered *imperative.* And yet when the leader has but five trumps, there are exceptions.

1. When only the odd trick is needed to win or save the game.
2. When the score is safe, and the strength in trumps is not accompanied by good cards in the plain suits.—But see p. 12.

II.—NEXT CHOICE.

From four trumps, and either commanding or well-protected cards in the three plain suits, **lead trumps.**

Discontinue, however, the trump lead if partner turns out very weak in them, and your good cards in plain suits are only well protected.

So, also, with three trumps, including Ace and King, with commanding cards in plain suits, **lead trumps.**

III.—NEXT CHOICE.

Holding four trumps with Ace at the head, a strong head sequence (*e.g.*, A., K., Q., etc.) in one plain suit, and a probable trick (*e.g.*, K., guarded) in another suit,—**lead trumps.**

Do not, however, part with Ace of trumps until the third round of the suit.

IV.—NEXT CHOICE.

Lead from your strongest plain suit of five, or more.

V.—NEXT CHOICE.

Lead from your strongest plain suit of four.

If headed only by an eight or nine, it would be better to lead from an advantageous weak suit.

VI.—NEXT CHOICE.

Lead trumps from a good suit of four, if your only other recourse would be to lead from a disadvantageous suit of three.

VII.—NEXT CHOICE.

Open your most advantageous weak suit.

The term "advantageous," as here applied to weak suits, is fully explained in the detailed discussion of Direction XXIII.

VIII.—LAST RESORT.

With a poor hand, and the score being desperate, **lead trumps**.

II.—COMPLETE DIRECTIONS FOR LEADING.

Taking the first series as a basis, we may generalize still further, and introduce, in their proper order, the leads for succeeding players, dependent somewhat on the score, on the fall of the cards, on the previous play or lead of the partner, and on the inferences drawn from the adversaries' leads or play. Discards are also valuable "pointers" in determining the lead. Broadly stated, **the player should either lead trumps or open his strongest suit.**

We cannot overlook the necessity of stating that the authorities uniformly and emphatically condemn the lead from a single-card plain suit, in the hope of utilizing low trumps in the succeeding rounds of that suit. The chances are that nothing will be gained thereby; and much may be lost, by DEFERRING other and better leads to this method of making a trick or two early in the hand.

The directions already given for the leads of an opening player will be repeated, for the purpose of numbering all together in a series.

We would impress upon the reader that these leads are arranged in the order of their preference. Evidently but one direction can be fol-

lowed at a time. That one should be chosen, coming earliest in the series, which is applicable to the leader's hand, to the state of the game, and especially to the partner's knowledge of the game. It would certainly, then, be useless to attempt any fine play, wherein the possible advantage to be derived would be neutralized by the confusion caused in the mind of the partner. Better also for any one to play a simple game that is thoroughly understood, than to attempt to follow a direction, though given early in the series, which is rather beyond his experience in the game. Therefore, as soon as you get the lead :

I.

Lead trumps from five, or more.—This rule is generally considered imperative. It is necessary, however, to modify it somewhat, and to state with more particularity the cases in which the lead of trumps from *five only* would and would not be the best play.

1. When only the odd trick is needed to win or save the game, it is not well to risk the loss of it by leading trumps.

With a strong hand, there would be no necessity for the lead.

2. When the game is young, or the score safe, the lead of trumps from five should

only be ventured when the player has a good hand in plain suits; for example:

a. Five strong trumps (two honors), with one very good suit, or with fair strength in all the plain suits.

b. Five moderate trumps, and excellent cards in all the plain suits.

The following is an exception to Direction I., and also to the ordinary lead from the long suit:

From { 9, 6, 4, 3, 2 of trumps. / 7, 2, / Ace, / A., 8, 6, 3, 2, } in plain suits.

Score: Leader, 3; opponents, 2.

F. H. Lewis led the three of the long plain suit.—See Proctor's "Whist," p. 159.

After partner has had a lead, and shown a strong suit, considerably less strength in the plain suits will be sufficient to warrant a lead from five trumps.

3. When the score is adverse, and the leader's hand is poor outside of trumps; for instance:

a. With five trumps, and general weakness in the plain suits.

b. With five small trumps, and

1. Five small cards in one plain suit.

2. Four middling cards in one, and four bad cards in another plain suit,—

the best chance to save the game is to lead trumps. Compare XXIV., p. 24.

4. But even in these cases, trumps should not be led if the play of the hand has progressed so far as to show that the leader's partner has no good suit.

With six trumps, or five trumps and an established suit, you should trump a certain winning card of an adversary, and then **lead trumps.**

But from five trumps, of which you have used one to get the lead, a trump lead cannot be ventured from the remaining four, unless you have an established suit, or a strong hand (see Direction III.); or unless you can infer strength in your partner's hand. And certainly **not** if either adversary shows strength in trumps. Compare also the play of the second, third, and fourth hands, renouncing.

Continuation of the Trump Lead.—Evidently the primary object in leading trumps is to exhaust the adversaries; and, secondarily, to make tricks, either with or without the partner's assistance. The ultimate object of the lead is to defeat the adversaries' high cards, or long suits, by trumping; and by thus getting the lead, to make good your own or partner's high cards and long suits.

The defence of the weak side consists in delaying the trump lead by changing suits; by stopping the lead at any risk; by forcing; by ruffing freely; and by retaining the command as long as possible in the adversaries' suits.

As a general rule, when you lead trumps from strength, continue the lead until an adversary renounces.

Especially continue the lead if your partner renounces, as you thus draw two for one.

When an adversary renounces, it is generally best to discontinue, and to endeavor to make your and your partner's trumps fall separately.

When, however, one adversary renounces, a trump lead through the adversary who still holds trumps may be advantageous; especially (1) if, otherwise, you would have to open a disadvantageous weak suit; or (2) if you wish to place the lead in the adversary's hand, and thus compel him to lead up to your guarded strength in the weak suits.

II.

Force your partner by leading a suit which he has renounced (or indicated no more of), especially if the adversaries hold the winning card in it:

1. **If you are strong in trumps.**
   - *a.* Holding five or more.
   - *b.* Holding four trumps, two being honors.
   - *c.* With even four weak trumps, if your partner has shown weakness in trumps, or the adversaries strength in them; or if you and your partner are evidently weak in plain suits.

In the latter case (and perhaps in the other two, if you are not strong enough to lead trumps), force your

partner with a low card of a suit in which you hold even the best.—See Game VI., Proctor's Whist, p. 116.

2. When weak in trumps, as follows:

a. When the partner, not having indicated strength, asks for a force.
b. When the position shows a cross-ruff.
c. When the adversaries have signaled.
d. To win or save the game, when you are not very sure of making the trick any other way.

Except as thus stated, **Do not force your partner, if you are WEAK in trumps.**

Occasions for leading so as to force the partner, though somewhat frequent, generally arise after the player has led originally; but since the lead sometimes otherwise occurs, and then takes precedence of other more common ones, it requires to be placed thus early in the series.

III.

With four trumps, and either commanding or well-protected cards in the three plain suits, **lead trumps.**

Discontinue, however, the trump lead if partner turns out very weak in them, and your good cards in plain suits are only well protected.

So, also, with three trumps, including Ace and King, with commanding cards in plain suits, **lead trumps.**

The rule is here limited so as to include the lead of an opening player.

But in similar cases of fair strength in trumps, after partner has shown his strong suit, a succeeding player may **lead trumps,** if he holds commanding cards in the two other plain suits. Compare X., p. 20.

Moreover, a succeeding player, with commanding cards in the three plain suits, may **lead trumps** even from three, if he can infer strength in trumps in his partner's hand, or adversaries' weakness in them; as for instance:

If one adversary has led a plain suit, and the other has not signaled.

Furthermore, with one suit, originally long and having become perfectly established, or having been shown to be your partner's suit, and with winning cards in the two other plain suits,—**a trump may be led even from two.** See Game XIX., Proctor's Whist, p. 142.

IV.

Holding four trumps with Ace at the head, a strong head sequence (*e.g.*, A., K., Q., etc.) in one plain suit, and a probable trick (*e. g.*, K., guarded) in another suit,—**lead trumps.**

Do not, however, part with Ace of trumps until the third round of the suit.

V.

Holding but one trump, but having strong cards in the three plain suits, **lead the trump singleton, if your partner dealt.** With a splendid hand in plain suits, lead the trump even if the adversaries have signaled. If possible, secure the lead on the first round.

VI.

Lead trumps :—

1. **In return of partner's lead of trumps.**

   "Sudden illness and default in trumps" are said to be the only excuses for failure in this regard. But this must be taken *cum grano salis ;* for it is quite possible that the original lead of trumps may be a forced lead.

2. In answer to partner's call for trumps.
3. If he has refused to trump an adversary's certain winning card.
4. If he has refused to overtrump.

VII.

If the adversaries have developed a **cross-ruff** against you, *i. e.*, each trumping a different suit, **lead trumps ;** and get out two rounds if possible.

VIII.

You holding the best trump, and the adversaries but one other, **lead the best trump** to bring down that one :

1. When you have an established suit.
2. When your partner has an established suit, and you can put the lead into his hand.
3. If the adversary who holds the last trump has also an established suit.

Thereupon, lead your established suit, or give your partner the lead.

Do not lead the best trump to extract the last trump from an adversary, *if he* holds a card in his partner's established suit by which he might throw the lead into that partner's hand, and *if you* are without an established suit.

IX.

As a general rule, it is seldom right to continue trumps, when led by the opponents. When, however, an adversary is leading trumps, and his partner renounces, or plays a low card third hand,—a trump lead, particularly from the weak-trump hand, through the adversary who originally led trumps, may be advantageous (see Direction XII.).

But not if the weak-trump hand has a fair chance to make his short trumps by ruffing; nor if he can lead winning cards to force the strong-trump hand of the adversary.

On the same principle, when the adversaries

are leading trumps, if you, as fourth player, have won the first round with a ten-spot, or cheaper, and still hold Ace, Kv., etc., lead a low one.

When the adversaries are leading trumps and your partner renounces, it may be necessary to continue their lead, in order to force the adversaries' trumps to fall together. Compare p. 15.

X.

Two rounds of partner's suit being out,—(1) if it is established, or (2) if partner has shown weakness in trumps (either by not forcing you, or otherwise),—**lead trumps** from four,—even a weak suit,—if you hold good cards in the other two suits.

XI.

Suppose adversaries have led trumps, and your game is desperate, **lead from your weakest suit.** Your partner should finesse deeply in it, and should lead his weakest suit. Compare note on page 11.

XII.

When your right-hand adversary leads a low card from your strong suit, as his original lead, and you win the trick,—the third hand showing no more,—**lead trumps,** even from three, in

preference to opening a disadvantageous plain suit of three.

If he leads a high card in your suit and you win the trick, leaving the best probably in the leader's hand, and you are then obliged to change the suit, the case is more difficult. With only three trumps, lead from your most advantageous suit.

XIII.

Lead from your strongest plain suit of five or more.

XIV.

Lead from your strongest plain suit of four, headed at least by an honor. Compare XXI.

XV.

Your long suit being established, if neither adversary has led or called for trumps, **lead trumps from a suit of four.**

XVI.

Return partner's lead in a plain suit.—This is ordinarily a matter of course, if you hold the best card in it (compare Direction XVII.); or if you hold only one more and are short in trumps, and especially if you have not a good long suit.

But if partner evidently led from a weak suit, and you have no strength in it, do not return the lead. So, also, if you have won his lead cheaply, the return of the lead will hardly be advisable. Direction XVIII., or XXIII., would be preferable.

The order of leads in this series illustrates an important general principle of whist, which may here be stated, viz.: **First develop your own hand,** except:

1. When your partner has shown strength in trumps; then you are bound to play his game.
2. When adversaries' strength in trumps and a desperate score compel you to adopt a defensive lead.

As a rule, if you have any strength,—trumps, or a long suit,—lead from it, and thus inform your partner, before returning his lead in a plain suit.

XVII.

Lead the winning card of a plain suit which has been already led once.

Follow this direction, especially if you can thereby **force the strong trump hand of an adversary.** But do not follow it, if it gives the adversary with the strong trumps a chance to discard, and the other a chance to trump; nor if it gives up unnecessarily the command in an adversary's suit.

Holding Ace and Queen only, of a plain suit led by your partner; if you win with the Queen, follow the direction above stated, and lead Ace

at once. If the suit was led by an adversary, hold the Ace.

Compare C., 10, under Play of the Second Hand in Plain Suits.

By winning the first round with the Ace, or other best card, and then leading a card which would have taken the trick, you may signify that you hold all the intermediate sequence.

XVIII.

Lead up to a weak fourth hand; or lead through a strong second hand; *i. e.*, strong or weak as regards only the suit you are about to lead.

The first alternative is preferable to the second, and is often a good lead when you, fourth hand, have won very cheaply a trick in your adversary's suit. This may even call for a trump lead. Compare Direction IX., and see, also, this direction in detail.

XIX.

Lead a "thirteener," if you have good trumps, but not the command in them.

XX.

Suppose you have all the remaining trumps; your partner's suit is established, but you have none of them to lead; if obliged to open a fresh

suit headed by the King, Queen, or Knave, **lead the highest** irrespective of the number you hold in the suit.

This is called DESCHAPELLE'S COUP. It may be defeated if an adversary, holding Ace, reserves it until the second round of the suit.

XXI.

Lead from a suit of four, not containing an honor.

If headed only by an eight or nine, it would be better to lead from an advantageous weak suit.

XXII.

Lead trumps from a good suit of four, if your only other recourse would be to lead from a rather disadvantageous suit of three, or an especially weak suit of four.

XXIII.

Open your most advantageous weak suit.

The term "advantageous," as here applied to weak suits, is fully explained in the detailed discussion of this Direction.

XXIV.

With a poor hand, and the score being desperate, **lead trumps.**

XXV.

Toward the end of a hand,—holding a long suit not yet led, headed by a Queen or Knave, which can only go around twice on account of trumps still out, treat it as a short suit, and lead the highest.

XXVI.

Where a suit can go around but once, and you have not the winning card, lead your lowest.

LASTLY.

Use your best judgment, and do not try to follow these directions too literally.

THE CARD TO LEAD.

DIRECTION I. IN DETAIL.

(See pp. 9 and 12.)

The lead of trumps from five or more.—The proper card to lead depends on the strength the leader holds in the suit. From the majority of hands a low card is led. A very strong or a very long suit is necessary in order to warrant the lead of a high card. The following synopsis shows, in a general way, the relation of the card to the strength in the suit.

A. **A high card is led,**—either the highest or the lowest of the head sequence,—from any trump suit containing:

1. Three honors.
2. A head sequence of three, beginning with a card not lower than the ten.
3. Ace and King, or King and Queen, with five or more low ones. Also K., Q., 10, etc.
4. Ace and six low ones (not including King).

B. **An intermediate card is led** from:

1. A., Q., 10, 9, etc. (not seven in all).
2. A., Kv., 10, 9, etc. (not seven in all).
3. K., Kv., 10, with or without others.

C. From all others a low card is led.

In trumps, it will be noticed that a more backward game is played than in plain suits. The best card is retained as long as possible, in order to avoid losing the command of the trump suit. This relation, or dependence of the lead upon the strength of the suit, may be more definitely seen by the study of the following table. The various combinations of the five or more trumps are there arranged vertically in three classes, according as the suit is headed:

1. By a single card.
2. By two cards in sequence.
3. By three cards in sequence.

In strong suits (column 3) the lead varies regularly with the decrease in the strength of the suit.

In the first and second columns of the table the regular gradation is interrupted on account of the necessity of taking no risks of losing the command in the trump suit.

TABLE I.

TRUMP LEAD FROM FIVE, OR MORE.

SINGLE CARD AT HEAD.	SEQUENCE OF TWO.	SEQUENCE OF THREE.
Lead lowest of the sequence. ☞	A., K., Kv., etc. A., K., and five low ones.	A., K,. Q., etc. K., Q., Kv., etc.
Lead the Ten, then the Queen. ☞		K., Q., Kv., 10, etc.
Ace and six low ones.	K., Q., 10, etc. K., Q., and five low ones below the ten.	**Lead highest, then lowest.**
A., Q., Kv., and two or more others.	**Lead highest, then lowest of the under sequence.**	
Lead highest, then lowest, of the sequence. ☞		Q., Kv., 10, etc. Kv., 10, 9, etc.
Lead highest, then next. ☞	Q., Kv., 9, and three low ones.	10, 9, 8, etc.
A., Q., 10, 9, etc. A., Kv., 10, 9, etc. K., Kv., 10, etc.	**Lead the lowest of the under sequence.**	
Ace with less than six low ones, not Q. with Kv., nor Q., 10, 9, nor Kv., 10, 9. K., etc., without Kv., 10. Q., etc. Kv., etc. Etc., etc.	A., K., and less than five low ones. K., Q., and less than five below 10. Q., Kv., 9, and less than three low ones. Q., Kv., and low ones. Kv., 10, etc. 10, 9, etc. Etc., etc.	9, 8, 7, etc. 8, 7, 6, etc. Etc., etc.
From these, lead the lowest but one.		

There are a few modifications of the original trump lead on account of the turn-up card.

1. Queen turned up at the left.
   From **A., Kv., 10, 9, etc.,** lead **A., then Kv.,** instead of the lowest of the sequence.
2. Knave turned up at the right.
   From **A., Q., 10, etc.,** lead **Q.,** instead of the nine or a lower card.
3. Ten turned up at the right.
   From **K., Kv., 9, etc.,** lead **Kv.,** not a low card.
   " **Q., Kv., 9, etc.,** " **Q.,** " "
4. Nine turned up at the right.
   From **Kv., 10, 8, etc.,** lead **Kv.,** not a low card.

For a comparison of the leads from suits of five or more **in trumps,** and **in plain suits,** see Table IV., p. 42.

TRUMP LEADS

AND THE INFERENCES THEREFROM.

The directions for leading trumps from long suits will now be presented arranged in groups, showing together all the cases in which each particular card is led.

A.

1. **Lead Ace,** then Knave (or lowest of the sequence), from A., Q., Kv., etc, See also 1, *supra.*
   From A., Q., Kv., and *one* other below the ten, the Ace is led, then the Queen, then low, if both win.
2. Lead Ace, then the lowest, from Ace and six or more others (not K., nor Q. with Kv.).

B.

1. **Lead King,** then change the suit to finesse on the next round, from A., K., Kv., etc

   But not if Queen was turned up at the left ; nor if essential to get out two rounds at once in order to stop a cross-ruff. See VII., p. 18.

2. Lead King, then Ace, from Ace, K., and five or more others (below the Kv.) ; also from A., K., *with* Kv., etc , in the cases above excepted (B. 1.).
3. Lead King, then lowest, if the King wins, from K., Q., 10, etc., also from K., Q., and five or more (below the ten).

   Also, lead K., then Q., then lowest, if both win from K., Q., Kv., and *one* other (below the ten).

C.

1. **Lead Queen,** then King, from A., K., Q., etc. (without the Knave).
2. Lead Queen, then lowest of the sequence, from Q., Kv., 10, etc.

   But lead Q., then Kv., from Q., Kv., 10, and *one* other (below the nine).

3. Lead Queen, then Knave, from Q., Kv., 9, and three or more others ; or from Q., Kv., 9, etc., if the ten was turned up at the right.
4. Lead Queen from A., Q., 10, etc., if the Knave was turned up at the right.

D.

1. **Lead Knave,** then Ace, from A., K., Q., Kv., with or without others.
2. Lead Knave from K., Q., Kv., etc. (below the ten).

   From K., Q., Kv., and *one* other below the ten, the King is led, then the Queen, then the lowest, if both win.

3. Lead Knave, then the lowest of the sequence, from Kv., 10, 9, etc.

   But lead Kv., then the ten, from Kv., 10, 9, and *one* other below the eight.

4. Lead Knave, from Kv., 10, 8, etc., if the nine was turned up at the right.
5. Lead Knave, from K., Kv., 9, etc., if the ten was turned up at the right.

E.

1. **Lead the ten,** then Queen, from K., Q., Kv., 10, with or without others.
2. Lead the ten, then the lowest, from K., Kv., 10, etc. (without the nine).
3. Lead the ten, then the next, from 10, 9, 8, etc.

F.

1. **Lead the nine** (or lowest of the sequence), from K., Kv., 10, 9, with or without others.
   A., Q., 10, 9, " " (not seven in all).
   A., Kv., 10, 9, " " " "

G.

In all other cases (of long suits), lead the lowest but one from suits of five or more; the lowest from suits of four. The cases included in this subdivision may be seen in the table, p. 28.

SUMMARY OF

LEADS AND INFERENCES.

The inferences that can be drawn when trumps are led originally, *i. e.*, from long suits, four or more, may be tabulated as follows:

THE LEAD—IN TRUMPS.	THE INFERENCE.
Ace, then K. . .	Leader has no more.
Ace, then Q. . .	" " Kv., and one other (below the ten).
Ace, then Kv. . .	" " Q., and two or more " "
Ace, then ten . .	" " Q., Kv., and perhaps others.
Ace, then nine . .	" " Q., Kv., 10.
Ace, then eight . .	" " Q., Kv., 10, 9.
Ace, then seven .	" " Q., Kv., 10, 9, 8.
Ace, then six . .	" " Q., or Kv., and the sequence from the ten down.
Ace, then five or lower card . . .	Leader has five more, perhaps Q. or Kv., not both and perhaps neither.
K., then Ace . .	Leader has five others (below Kv.).
K., taken by Ace .	" " Q. with the ten, etc. " " Kv. and one other. " five or more below the Kv.
K., and suit changed .	Leader has A. and Kv.
K., then Q. . .	" " Kv., and one other only (below the ten).
K., then Kv. . .	Not led from four or more.
K., then ten . .	" " "
K., then nine . .	Leader has Q., 10, but no more,
K., then eight, seven, six, or five . .	" " Q., 10, and perhaps others above the low card led, but none below.
K., then four or lower card . . .	Leader has Q., not the Kv., perhaps the ten, etc. If not, then seven in all originally.
Q., then Ace . .	Not led. (But compare p. 29, 2.)
Q., taken by A. or K.	Leader has Kv., etc.
Q., then K. . .	" " Ace also, but not Kv.
Q., then Kv. . .	" " the ten, and one other only below the nine, or the nine with three others.
Q., then ten . .	Leader has Kv. (not the nine) and two or more others.
Q., then nine . .	Leader has Kv., 10, etc.
Q., then eight or lower card . . .	" " Kv., 10, 9, etc., all down to the low card led.
Kv., then Ace . .	Leader has K. and Q.
Kv., then K. . .	" " Q.
Kv., then Q. . .	" " K. See also p. 41, 6.
Kv., then the ten .	" " the nine, and one other only.
Kv., then the nine .	" " the ten, and two or more below the eight.
Kv., then the eight or a lower card . .	Leader has all the sequence down to the low card led.
Kv., taken by Ace .	Leader has K. and Q. together, or neither.
Kv., taken by King or Queen . . .	Leader has no higher honor, but has a sequence below.
Ten, then A. or K. .	Not led. (But see p. 41, 5.)

THE LEAD—IN TRUMPS.	THE INFERENCE.
Ten, then Q. . .	Leader has K. and Kv.
Ten, then Kv. . .	Not led.
Ten, then the nine .	Leader may have K. and Kv. If not, a sequence below.
Ten, then the eight or a lower card . .	Leader has K. and Kv.
Ten, taken by the Ace or Q.	Leader may have K. and Kv. *together*. If not, has neither.
Ten, taken by K. or Kv.. . . .	Leader has not Ace or Q.
Nine	" " Ace, with another honor, also the ten.
Eight or seven . .	" " one honor, perhaps two.
Six, or a lower card .	Leader may have one, two, or no honors. Certainly had four or more originally.

DIRECTION III. IN DETAIL.

(See pp. 9 and 16.)

Trump lead from four.—In general the lead is the same as from a trump suit of five or more, and depends on the same principles. In a few cases however, the application of these principles results in important variations, as follows:

1. From Ace, Q., Kv., and *one* other below the ten, lead Ace, then Queen, then low, if both win.
   From a like suit of five or more, the Ace is led, then the lowest of the sequence.
2. From K., Q., Kv., and *one* more below the ten, lead K., then Q., then low, if both win.
   From a like suit of five or more, the Kv. is led, to force out the Ace, even if held by the partner.

There are other variations which are conventional methods of indicating the number of cards held in the suit. See p. 39.

3. From Q., Kv., 10, and *one* other below the nine, lead Queen, then Knave.
   In a like suit of five or more, the Q. is led, then the lowest of the sequence.
4. From Kv., 10, 9, and *one* more below the eight, lead Kv., then the ten.
   In a like suit of five or more, the Kv. is led, then the lowest of the sequence.
5. From suits of four, lead the lowest in those cases in which the lowest but one is led from suits of five or more.

All these variations are incorporated as notes to the directions on pp. 29–31, making those pages a complete synopsis of all trump leads from a strong suit.

The above directions (for original leads from suits of four) should be carefully distinguished from the directions in detail under VI. See also Table II., p. 35.

For a comparison of the leads from suits of four, in trumps and in plain suits, see Table V.

Direction IV. is a lead from four trumps,—explained above in detail. Direction V. is the lead of a trump singleton.

DIRECTION VI. IN DETAIL.

(See p. 18.)

The lead of trumps—in return of partner's lead; in answer to his call; if he has refused to trump a winning card, or to overtrump.

A. With four or more trumps yet remaining.

1. From any three honors, } **lead highest.**
   " Ace, etc., }
   " Q., Kv., 10, etc., }
2. From any other four trumps, **lead lowest.**

B. Holding less than four.

Lead highest; and if it wins, the next.

These directions are based on the principle of furnishing to the partner as much assistance as possible; while in Direction III. the object is to retain the command, and to get as much assistance as possible from the partner.

Wherein these purposes result in the same or in different leads, will be shown in the table.

TABLE II.

COMPARISON OF TRUMP LEADS FROM FOUR.

	THE SUIT.	LEAD AS DIRECTED IN III.	LEAD AS DIRECTED IN VI.
Sequence of three at the head.	A., K., Q., etc.	Lowest of Sequence.	**Highest.**
	K., Q., Kv., etc.	King, then Queen.	K., then Q.
	Q., Kv., 10, etc.	Highest.	Highest.
	Kv., 10, 9, etc.	Highest.	**Lowest.**
	10, 9, 8, etc.	"	"
	9, 8, 7, etc.	Lowest.	Lowest.
	8, 7, 6, etc.	"	"
	Etc., etc.	"	"
Sequence of two at the head.	A., K., Kv., etc.	K., and change suit.	**Highest.**
	A., K., and two low ones.	Lowest.	**Highest.**
	K., Q., 10, etc.	Highest.	**Lowest.**
	K., Q., and two low ones.	Lowest.	Lowest.
	Q., Kv., or lower seq. of two, and two low ones.	Lowest.	Lowest.
Single card at the head.	A., Q., Kv., etc.	Ace, then Queen.	A., then Q.
	A., and three low ones.	Lowest.	**Highest.**
	K., Kv., 10, etc.	Lowest of Sequence.	**Lowest.**
	Other suits of four.	Lowest.	Lowest.

DIRECTION VII. IN DETAIL.

(See p. 18.)

Lead of trumps to stop a cross-ruff—getting out two rounds if possible.

1. Holding highest trump, lead it.
2. Holding four or more, follow the directions in detail under I. and III.
3. Holding three, follow Direction XXIII.
4. Holding two, lead highest.

Directions VIII., IX., X., XII. are either specific in their nature, or may be referred to those already given in detail. Direction XI. is a lead from the weakest suit. See XXIII.

DIRECTION XIII. IN DETAIL.

(See pp. 10 and 21.)

Lead from a plain suit of five or more.—The principle of broadest application is to **lead the lowest but one**—in order to retain the command, and to receive partner's assistance, with the ultimate object of establishing the suit, and of making tricks with the long cards in it. Frequently, however, this latter purpose has to be given up, and a defensive game played (see p. 14). This happens when the adversaries show numerical superiority in trumps, or a strong hand.

Compare the **lead of lowest** from a plain suit of **four.**

When the suit is headed by sufficient

strength, an opposite principle obtains; *i. e.*, of **leading the highest** (or a high card).

The following table presents these principles distinctly, and shows the limits of their application.

TABLE III.

PLAIN-SUIT LEADS FROM FIVE OR MORE.

1. SINGLE CARD AT THE HEAD.	2. TWO IN SEQUENCE.	3. THREE IN SEQUENCE.
A. and four or more others.	A., K., etc.	A., K., Q., etc.
K., Kv., 10, etc.	K., Q., etc.	K., Q., Kv., etc.
	Q., Kv., 9, and three or more others.	Q., Kv., 10, etc.
		Kv., 10, 9, etc.
In the above, LEAD THE HIGHEST (or a high card).		
K., Kv., etc., below the 10.	Q., Kv., 9, and less than three others.	10, 9, 8, etc.
K., etc., below Kv.	Q., Kv., etc., below 9.	9, 8, 7, etc.
Q., etc.,	10, 9, etc.	Etc., etc.
Kv., etc.	Etc., etc.	
10, etc.		
Etc., etc.		
LEAD LOWEST BUT ONE.		

The directions, generalized in the table, will now be presented in another form, with a definite statement of the card to be led, and with particulars as to the second lead in the suit.

A. With sequence of three at the head of the suit.

1. From A., K., Q., Kv., etc., lead K., then Kv.
2. " A., K., Q., etc., lead K., then Q.
3. " K., Q., Kv., 10, etc., lead the ten, then Q.
4. " K., Q., Kv., and two or more (below the ten), lead the Knave.—Compare p. 41, 6,

5. From Q., Kv., 10, 9, etc.,
6. " Q., Kv., 10, and two or more others,

} lead Q., then lowest of the sequence.—Compare p. 41, 2.

7. From Kv., 10, 9, 8, etc.,
8. " Kv., 10, 9, and two or more others,

} lead Kv., then lowest of the sequence.—Compare p. 41, 3.

The lead of the highest from 10, 9, 8, 7, etc., and from 9, 8, 7, 6, etc., is in accordance with the latest theories.

B. With sequence of two at the head of the suit.

9. From A., K., etc., lead K., then A.; with Kv., also, lead low (third round) if Queen does not fall.
10. " K., Q., etc., lead the highest, then the lowest.
11. " Q., Kv., 9, and three low ones, lead the highest, then the next.

C. Variations of 9. See also 1 and 2.

a. If a leader has previously trumped a suit, he should lead Ace, then King, instead of *vice versa*.

b. From A., K., with *Kv.*, etc., sometimes the suit is changed after leading the King (compare B. 1, p. 30). With good trumps, it is better to continue the suit.

D. Ace (alone) at the head, supported by other strength in the suit.

12. From A., Q., Kv., etc.,
13. " A., Q., 10, 9, etc.,
14. " A., Kv., 10, 9, etc.,

} lead Ace, then lowest of seq.

15. From A., with four others; even
16. " A., Q., and three low ones.

} lead Ace, then lowest.

E. King (alone) at the head, supported by other strength in the suit.

17. From K., Kv., 10, etc., lead 10, or lowest of sequence, then a low card if it wins.

F. From all other suits of five or more, **lead lowest but one.**—This will include:

1. No cases of more than two honors.
and
2. All cases of less } Except Kv., 10, 9, etc., and A., with four or more others.

3. With two honors, only the following:

K., Kv., etc. } without the ten.
Q., Kv., etc. }

But not Q., Kv., 9, and three others.

N. B.—When trumps are all out, and the leader or his partner has cards of re-entry; also, when all the remaining trumps are held by the leader or his partner, plain suits may be led like trumps.

The *leads* from plain suits, in association with the *inferences* that can be drawn from them, are fully treated on pp. 49–58.

CONVENTIONAL LEADS.

In suits of five or more, the **lowest but one** (the penultimate) is led; from suits of four, the **lowest.**

This important convention should not be neglected. It enables your partner to infer exactly how many you hold, and, after two or three rounds are out, the probable position of the remaining cards in the suit. This information may easily be worth one or more tricks

late in the hand, although it may make no difference whatever in the trick in which the low card is played.

This conventional manner of leading,—*i. e.*, of choosing between cards which are indifferent so far as trick-making is concerned,—to indicate the number of cards held in the suit, need not be limited to the penultimate. It may be systematically extended, as follows:

I. From suits of four or more in which a low card is led, lead always the fourth best. This will be
the lowest of four,
the lowest but one, of five,
the lowest but two, of six.

In addition to this, a noted whist-player, Mr. N. B. Trist, of New Orleans, has proposed the following, to reduce the whole subject of leading to a simple system.

II. From suits in which the highest is led, followed by a low card—after the high card is led, follow with the (original) fourth best.

III. From suits in which a high card is led, followed by another high card, which is one of a sequence,—in the second round, from a suit of ordinary length (four), play the highest of the indifferent cards. From a longer suit, play the next below the highest. For example:

A. Distinctions between suits of four, and more.

1. From A., Q., Kv., and one other below the ten, lead Ace, then Q.
From A., Q., Kv., (with the ten, or) with two or more others below the ten, lead Ace, then Kv.

2. From Q., Kv., 10, and one more below the nine, lead Q., then Kv.
   From Q., Kv., 10, (with the nine, or) with two or more below the nine, lead Q., then the ten.
3. From Kv., 10, 9, and one more below the eight, lead Kv., then the ten.
   From Kv., 10, 9, (with the eight, or) with two or more below the eight, lead Kv., then the nine.
4. From K., Q., Kv., and one other, below the ten, lead K., then Q.
   For the lead from K., Q., Kv., with the ten or with more than one below the ten, see 5 and 6 below.
5. From K., Q., Kv., 10, without others, lead the ten, then K.
   From K., Q., Kv., 10, with others, lead the ten, then Kv.

B. Distinction between suits of five and more.

6. From K., Q., Kv., and two below the ten, lead Kv., then K.
   From K., Q., Kv., and three or more below the ten, lead Kv., then Q.

Not all of these fine distinctions can be said to be incorporated into the regular game of whist. A careful comparison with pp. 34 and 43, will show that they are mostly additions to, and, in some respects, slight variations of, the standard game.

COMPARISON OF LEADS FROM SUITS OF FIVE IN TRUMPS AND PLAIN SUITS.

In the following table are exhibited the differences in leading from suits of five or more, in trumps and in plain suits. These differences may be explained under three heads.

1. The certainty of making tricks with high trumps.
2. The necessity of making tricks early with high cards in plain suits, and of not risking the loss of them to adversaries' trumps.

3. The necessity of keeping the command in trumps, even after two or three rounds, in case one adversary should be found strong in them.

TABLE IV.

DIFFERENCES OF LEADS FROM SUITS OF FIVE IN TRUMPS AND PLAIN SUITS.

FROM	THE LEAD IN TRUMPS.	THE LEAD IN PLAIN SUITS.
A., K., Q., Kv., etc.	Kv., then A.	K., then Kv.
A., K. Q., etc.	Lowest of seq.	K., then Q.
A., K., Kv., etc.	K., and change suit.	K., then A. (but see p. 38.)
A., K., and less than five others.	Lowest but one.	K., then A.
A., Q., 10, 9, etc.	Lowest of seq.	A., then lowest of sequence.
Same, with Kv. at right.	Queen.	
A., Q., and low ones below Kv.	Lowest but one.	A., then lowest.
A., Kv., 10, 9, etc.	Nine.	A., followed by lowest of seq.
Same, with Q. at left.	A., then Kv.	
A., with less than six low ones.	Lowest but one.	A., then lowest.
K., Q., and less than five others.	Lowest but one.	K., then low, if it wins.
K., Kv., 9, etc.	Lowest but one.	Lowest but one, *i. e.*, same.
Same, with 10 at right.	Knave.	
Q., Kv., 9, and less than three others.	Lowest but one.	Lowest but one, *i. e.*, same.
Same, with 10 at right.	Queen.	
Kv., 10, 8, etc.	Lowest but one.	Lowest but one, *i. e.*, same.
Same, with 9 at right.	Knave.	
10, 9, 8, etc.	Highest.	Lowest but one.

DIRECTION XIV. IN DETAIL.

(See pp. 10, 21, and 24.)

The lead from a plain suit of four.—In general the lead is the same as from a plain suit of

five or more, and depends on the same principles (see p. 36). In leading a low card, **the lowest** is led instead of the **lowest but one.** See Conventional Leads p. 39.

Besides this general variation, there are a few special differences, which are exhibited below, and with which are compared the leads from corresponding cases of five or more. Numbers 1, 2, and 3, are important, or fundamental differences; the others are conventional variations, for indicating the number of cards held in the suit.

1. From A., Q., Kv., and *one* other below the ten, lead Ace, then Q., then low, if both win.
   From a like suit of five or more, the Ace is led, then the lowest of the sequence.
2. From K., Q., Kv., and *one* other below the ten, lead K., then Q., then low if both win.
   In a like suit of five or more, the Kv. is led to force out the Ace, even if held by partner.
3. From Ace and any three others (not K., nor Q. with Kv.), lead lowest.
   In like suits of five or more, the Ace is led.
4. From Q., Kv., 10, and *one* other below the nine, lead Q., then Kv.
   From a like suit of five or more, the Q. is led, then the lowest of the sequence.
5. From Kv., 10, 9, and *one* other below the eight, lead Kv., then the ten.
   From a like suit of five or more, the Kv. is led, then the lowest of the sequence.

Table V. shows the differences in leading from suits of four, in trumps and in plain suits.

TABLE V.

DIFFERENCES OF LEADS FROM SUITS OF FOUR IN TRUMPS AND IN PLAIN SUITS.

FROM	THE LEAD IN TRUMPS.	THE LEAD IN PLAIN SUITS.
A., K., Q., Kv.	Kv., then Ace.	K., then Kv.
A., K., Q., etc.	Lowest of seq.	K., then Q.
A., K., Kv., etc.	K., and change suit.	K., then A. (but see p. 38.)
A., K., etc., below Kv.	Lowest.	K., then A.
A., Q., 10, etc.	Lowest.	Lowest.
Same, with Kv. at right.	Q.	
A., Kv., 10, 9.	9.	9.
Same, with Q. at left.	A., then Kv.	
K., Q., etc., below 10.	Lowest.	K., then lowest.
K., Kv., 9. etc.	"	Lowest, *i. e.*, same.
Same, with 10 at right.	Kv.	
Q., Kv., 9, etc.	Lowest.	Lowest, *i. e.*, same.
Same, with 10 at right.	Q.	
Kv., 10, 8, etc.	Lowest.	Lowest, *i. e.*, same.
Same, with 9 at right.	Kv.	
10, 9, 8, etc.	Highest.	Lowest.

DIRECTION XVI. IN DETAIL.

(See p. 21.)

Return of partner's lead in a plain suit.—It is essential to note the qualifications already stated (p. 21), before adopting this lead.

1. Holding the best card, return it at once.
2. Holding the second and third best, return the highest. Otherwise—
3. With three or more of the suit, *yet remaining* in your hand, **return the lowest.** It matters not how many cards you may have previously discarded from the suit.

If a sequence of four was originally held, and the lowest of it played on the first round, the highest of it may be returned.

4. With less than three, **return the highest.**

Direction XVII., being specific in its nature, requires no treatment in detail.

DIRECTION XVIII. IN DETAIL.

(See p. 23.)

The lead up to a weak fourth hand, or through a strong second hand.—The first alternative is preferable to the second; but the leader should be wary of inferring a weak fourth hand merely from his discard.

It may be necessary to resort to this lead in the following combination of adverse circumstances:

1. When you cannot continue your own strong suit on account of partner's weakness in it, or because an adversary has renounced.
2. When you cannot return your partner's lead
   - *a.* Because he may not yet have led, or because you are out of the suit.
   - *b.* Because you took the first trick in the partner's suit very cheaply.
   - *c.* Because he evidently led from a short suit and you have no strength in it.
   - *d.* Because an adversary has renounced.

3. When you have not sufficient strength in trumps to lead them, or to force your partner.

Under these circumstances, if obliged to open a fresh suit, you should, as a rule, lead the highest.—See also XX., p. 23.

Your lead (even if the suit had been led once) would be in the hope or expectation of finding your partner with some strength in it, and would rank in principle with the return of partner's lead—*i. e.*, to assist him. Therefore:

1. Holding best card, lead it.
2. " second and third best, lead highest.
3. " second best guarded, lead low one.
4. In all other cases lead the highest.

It may happen that the best lead is to continue a trump lead of your left-hand adversary—*i. e.*, through the strong hand, and up to the weak hand. For instance:

Suppose your left-hand adversary has led trumps, and *his* partner (weak in trumps) has renounced in *your* partner's suit; your original lead was from a plain suit of four, and the high cards in it are marked in the adversaries' hands.

Then with three trumps remaining, one a high one, it might be better to continue the trump lead of the adversary rather than to open the remaining plain suit, which might be the strong

suit of the weak trump hand.—Compare Direction IX., p. 19.

Directions XIX., XX., XXI., XXII. (see pp. 23–24), are either specific in their nature, or may be referred to those already given in detail.

DIRECTION XXIII. IN DETAIL.

(See p. 24.)

The lead from a weak suit.—This being one of the last resorts of the leader, the object should be to do as little harm as possible. The best suits to open are about as follows,—the most advantageous ones being given first :

1.	From Q., Kv., 10,	lead Q.	}	If it wins, then the next highest.
2.	" Q., Kv., etc.,	" Q.		
3.	" Kv., 10, 9,	" Kv.		
4.	" Kv., 10, etc.,	" Kv.		

A lead from any one of the above four weak suits would be better than a lead from a four-card plain suit headed by an eight or nine.—See XXI., page 24.

5. From A., K., Q., lead K., then Q.
6. " A., K., etc., " K., " A.
7. " K., Q., Kv., } lead K., then Q.
8. " K., Q., etc., }
9. " A., Q., Kv., lead A., then Q.

At about this point of division, it would be better to lead from four good trumps than to open one of the following weak suits of three.—See XXII., p. 24.

10. From A., Kv., etc.
11. " K., Kv., etc.
12. " A., Q., etc.
13. " A., etc.
14. " K., etc.
15. " Q., etc.

} In general **lead lowest.**

But if there are probable indications of strength in the suit in partner's hand, **lead highest.**

16. " Kv., etc., lead Kv.
17. " Etc., etc., " highest.
18. " A., K., only, lead A., then K.

N.B.—From K., Kv., 10, after leading the ten, if it wins, change the suit and wait to be led through.

A suit of two cards is very disadvantageous to lead from. The play could be justified only as a forced lead. Concerning the lead from a single card in a plain suit, see page 11. But compare XI., page 20.

DIRECTION XXIV. IN DETAIL.

(See p. 24.)

The **lead of trumps** from a very poor hand, when the score is desperate.

Lead as explained in VI., *i. e.*, to assist your partner. If he does not happen to hold a good hand, the game is certainly lost.

Directions XXV. and XXVI. are fully stated in their place in the series on page 25.

LEADS AND INFERENCES IN PLAIN SUITS.

Probably the most advantageous method of studying the subject of leads—especially in

plain suits—is in association with the inferences which are indicated by them. In this way a double purpose is served; for the knowledge thus gained is of service to a player leading, and will also help him, when third hand, to understand his partner's play.

The following synopsis, with this object in view, is more general than any other, since it is not limited by the number of cards held in the suit. In separate groups, are shown all the cases in which each particular card is led. Then follows a summary of the more important points with which every ambitious whist-player should be thoroughly familiar.

I.

A. An **Ace is led** from

1. Ace, and four or more others (not the King).
2. Ace, Q., Kv., with or without others.
3. Ace and two others (not the King); but only as a forced lead, and when there are indications of strength in the suit in partner's hand.
4. Ace and one other; very rarely, and only as a forced lead. Hardly possible that the one other should be either the King or the Queen.
5. Ace, K., and others; only when the leader has previously trumped a suit.

B. An **Ace,** followed by **King,** is **not led,** except,

1. When the leader has previously trumped a trick.
2. From A., K., without others. An extremely rare

play ; since a lead from a very weak suit of three would be more advantageous.

C. An **Ace,** followed by **Queen, is led** from

1. Ace, Q., Kv., and *one* other below the ten.
2. Ace, Q., Kv., and no more.
3. Ace, Q., and one more ; as a forced lead, and only when there are indications of strength in the suit in the partner's hand.
4. Ace, Q., without others ; very rare even as a forced lead.

D. An **Ace,** followed by **Knave, is led** from

1. A., Q., Kv., and two more others below the ten.
2. A., Kv., and one more ; as a forced lead, and only when there are indications of strength in the suit in the partner's hand.
3. A., Kv., without others ; only as a forced lead.

E. An **Ace,** followed by the **Ten, is led** from

1. A., Q., Kv. 10. (without the nine).
2. A., 10, and one more ; as a forced lead, and only when there are indications of strength in the suit in partner's hand.
3. A., 10, and no more (forced lead).

F. An **Ace,** followed by the **Nine, is led** from

1. A., Q., Kv., 10, 9, with or without others.
2. A., Q., 10, 9, and one or more others below the eight.

3. A., Kv., 10, 9, and one or more others below the eight.

4. Ace, nine, and *one* other ; as a forced lead, but only if there are indications of strength in the suit in partner's hand.

5. Ace, nine, and no more (forced lead).

G. An **Ace,** followed by a **low card, is led** from

1. Ace, and four or more others (not K., nor Q. with Kv.).

2. Ace, and two others ; as a forced lead, but only if there are indications of strength in the suit in the partner's hand.

3. Ace, and one other (forced lead).

II.

A. A **King is led** from.

1. Ace, K., and two or more others (which may include Q., or Kv., or both).

2. K., Q., and two or more others (which may include Kv. and *one* other below the ten, but not Kv. with the ten, nor Kv. with two or more others).

3. Ace, K., and one other (forced lead).

4. K., Q., and one other (forced lead).

5. K., and one other (forced lead).

B. A **King is led,** and then suit changed, from A., K., Kv., with or without others, and without a good trump suit.

C. A **King,** followed by **Ace, is led** from

1. A., K., Kv., with or without others, but with strength in trumps.
2. A., K., and two or more others, below the Kv.
3. A., K., and another (forced lead).

D. A **King,** followed by **Queen, is led** from

1. A., K., Q., and one or more others, below Kv.
2. K., Q., and two or more others; which may include Kv. and *one* other below the ten, but not Kv. with the ten, nor Kv. and two others below the ten.
3. A., K., Q., without others.
4. K., Q., and one other (forced lead).
5. K., Q., only (forced lead, and very rare).

E. A **King,** followed by **Knave, is led** from

1. A., K., Q., Kv., with or without others.
2. K., Kv., and one other below the ten; forced lead, and only if there are indications of strength in the suit in the partner's hand.
3. K., Kv., without others (forced lead).

F. A **King,** followed by the **Ten,** is not led, except from

1. K., 10, and one other; forced lead, and only if there are indications of strength in the suit in partner's hand.
2. K., 10, and no more (forced lead).

G. A **King,** followed by the **Nine, is led** from
1. K., Q., 10, 9, without others.
2. K., 9, and another ; forced lead, and only if there are indications of strength in the suit in partner's hand.
3. K., 9, and no more (forced lead).

H. A **King,** followed by a **low card,** is led from
1. K., Q., and two or more others (but not Kv.).
2. K., and two others ; forced lead, and only if there are indications of strength in the suit in partner's hand.
3. K., and another (forced lead).

III.

A. A **Queen is led** from
1. Q., Kv., 10, with or without others.
2. Q., Kv., 9, and three or more others.
3. Q., Kv., and one other.
4. Q., and two others below the Kv.; forced lead, and only if there are indications of strength in the suit in partner's hand.
5. Q., and one other (forced lead).

B. A **Queen,** followed by the **Ace,** or **King,** is never led from plain suits.

C. A **Queen,** followed by **Knave, is led** from
1. Q., Kv., 10, and no more, or with one more below the nine.

2. Q., Kv., 9, and three or more others.
3. Q., Kv., and one low one.

4. Q., Kv., without others (forced lead).

D. A **Queen,** followed by the **Ten, is led** from
1. Q., Kv., 10, and two or more others below the nine.

2. Q., 10, and another ; forced lead, and only if there are indications of strength in the suit in the partner's hand.
3. Q., 10, and no more (forced lead).

E. A **Queen,** followed by a **Nine,** or a **lower card,** is led from
1. Q., Kv., 10, 9, etc.; *i. e.*, the whole sequence included between the two cards led.

2. Q., the low card led, and another ; as a forced lead, and only if there are indications of strength in the suit in partner's hand.
3. Q., and the low card led, but no more (forced lead).

IV.

A. A **Knave is led** from
1. K., Q., Kv., and two or more below the ten.
2. Kv., 10, 9, with or without others.
3. Kv., 10, and one low one.

4. Kv., and one or two low ones (forced lead).

B. A **Knave,** followed by the **Ace,** is never led from plain suits.

C. A **Knave,** followed by the **K.,** or **Q.,** is only led from K., Q., Kv., and two or more others below the ten.

See page 41, 6.

D. A **Knave,** followed by the **Ten, is led** from

1. Kv., 10, 9, and one or no more (not the eight).
2. Kv., 10, and a low one.
3. Kv., 10, and no more (forced lead).

E. A **Knave,** followed by the **Nine, is led** from

1. Kv., 10, 9, and two or more others below the eight.
2. A short suit containing one or no more.

F. A **Knave,** followed by the **Eight,** or a lower card, is only led from

1. Kv., 10, 9, 8, etc.; *i. e.*, the whole sequence down to the low card led.
2. A short suit containing one or no more.

V.

A. The **Ten is led** from

1. K., Q., Kv., 10, with or without others.
2. K., Kv., 10, " " "
3. Ten, and one or two others. But see p. 38.

B. The **Ten,** followed by **Ace,** or **King, is not led.**

But see p. 41, 5.

C. The **Ten**, followed by **Queen, is led** only from K., Q., Kv., 10, with or without others.

D. The **Ten** followed by **Knave** is not led.

But compare p. 41, 5.

E. The **Ten** followed by a lower card, is not led except from a short suit (but see p. 38), or from K., Kv., 10, etc.

F. The **Ten is led,** and if it wins, the suit changed, from K., Kv., 10, without others.

VI.

A. The **Nine is led** from

1. A., Q., 10, 9, without others.
2. A., Kv., 10, 9.
3. K., Kv., 10, 9, with or without others (below the eight).
4. A short suit. But see also p. 38.

VII.

A. A **low card is led** from

1. A suit of four or more, which may contain Ace with Q., or K. with Kv., or

Q. with Kv., or only one honor, or no honors.

2. A short suit.

A SUMMARY OF LEADS AND INFERENCES IN PLAIN SUITS.

This summary ignores the exceptional cases, and assumes the lead to come from a suit of four or more, or from an advantageous short suit.

The general inference that can be deduced from the fact that the leader selects a plain suit from which to lead instead of the trump suit, is that he is weak in trumps; or if moderately or very strong in trumps, that he is weak in plain suits, or at least not strong in more than one plain suit.

THE LEAD.	THE INFERENCE.
Ace, which is lost to a trump . .	Leader has four or more others; not K. If the winner lead a trump, he has a strong trump suit; otherwise, not.
Ace, then King .	Leader has no more, unless he had previously trumped a suit.
Ace, then Queen .	Leader has Kv., and one more below the ten, or no more.
Ace, then Kv . .	Leader has Q., and two or more below the ten.
Ace, then the ten .	" " Q., Kv.
Ace, then the nine .	" " the 10 with Q., or Kv., or both.
Ace, then a low card.	" " three more, but not K., nor Q. with Kv.
K., and the suit changed . . .	Leader has A., Kv., and is short in trumps.
K., lost to Ace . .	" " Q. and others.
K., trumped . .	" " A., or Q., perhaps both.

THE LEAD.	THE INFERENCE.
K., then Ace . .	Leader has two or more others. If he is short in trumps he may have the Kv.
K., then Q. . .	Leader may have Ace ; or he may have Kv. and one other only.
K., then Q., then a low card . .	Leader has Kv. only left.
K., then Kv. . .	" " A., and Q.
K., then the ten .	Leader has only one or no more.
K., then the nine .	" " Q. and the ten.
K., then a low card .	" " Q., and one more above the low card led.
Q., led . . .	Leader has not Ace nor King, but has Kv., and probably the ten.
Q., lost to Ace in second hand . .	King lies in third or fourth hand.
Q., lost to Ace in fourth hand . .	King lies in second or third hand.
Q., won by K., in second hand . .	Adversaries have Ace also.
Q., won by K., in fourth hand . .	Position of Ace doubtful.
Q., then A. or K. .	Bad play.
Q., then Kv. . .	Leader has ten with one other only ; or he may have the nine and three others.
Q., then the ten .	Leader has Kv., and two or more below the eight.
Q., then the nine .	Leader has the Kv., 10, or a short suit.
Kv., then the Ace .	Bad play.
Kv., then K., or Q. .	Leader had K., Q., Kv., and two or more below the ten.
Kv., then the ten .	Leader has the nine and one other below the eight.
Kv., then the nine .	Leader has the ten and two or more others.
Kv., then the eight .	Leader has the ten and nine.
Ten, then the A., or K.	Bad play. But see p. 41, 5.
Ten, then the Q. .	Leader has K., Kv., also.
Ten, then Kv. .	Bad play. But see p. 41, 5.
Ten, then the nine or a lower card .	Leader probably has K., Kv.
Ten, and if it wins, the suit changed .	Leader has K., Kv., without others.
Nine	Leader has the ten, and two honors not in sequence, or else a short suit.
A low card . .	Leader has probably three more, which may include A., Q. ; or K., Kv., or Q., Kv. ; or any single honor.

THE SECOND HAND.

I.—IN PLAIN SUITS.

The play of the second hand, in general, depends on the strength (in the suit led) which the player holds in his hand. Next to this, the value of the card led, whether high or low, determines the play. Other causes of variation may be mentioned.

1. A special desire to obtain the lead.
2. Weakness in trumps. See play from A., Q., and three low ones (p. 61, C, 8).
3. When a suit is opened toward the end of a hand.

A.

When an honor is led.—The rule once in vogue to cover an honor led is now very much modified. The modern play is to cover the honor led in the following cases:

1. With Ace, either with or without other honors in the suit.

With A., and Q., play Ace even on Kv. led. (Note that with K., Q., etc., the Kv. should be passed.)

2. With a fourchette, *i. e.*, the next higher and the next lower, than the honor led.

In other cases play a low card. The only exceptions refer to the play **late in the hand.** Thus:

1. When a strengthening honor is led, and you hold one higher honor and only one or two low ones, play the honor.
2. With Ace and Q., the play of Q. on Kv. led might be ventured.
3. Do not play A. on Kv., Q., or even K., of a freshly opened suit, led by an adversary who has all the remaining trumps.—See DESCHAPELLE'S COUP, p. 24.
4. With Ace and four small ones of a suit not yet led, and holding the last trump, do not put Ace on adversary's K. or Q., even if they are led separately.

N.B.—With Queen and one other, throw the Queen to King led, if you wish to signal for trumps.

B.

The lead of ten, nine, or eight calls for the same play from the second hand, as a low card led. A few slight variations only:—

1. From Q. and one low one, play Q. on ten (perhaps on nine) led.
2. From Kv., 9, etc. (a fourchette), play Kv. on ten led.
3. From K. and one other, play K. on nine led.
4. From K., 9, without others, play K. on eight led.

C.

When a low card is led, the general rule is to PLAY SECOND HAND LOW. The causes, above enumerated, determine the variations.

1. With any head sequence of three, containing an honor,
2. With a head sequence of two, beginning with A. or K.,
3. With any other head sequence of two, down to 10, 9, } with one other,
4. From the strong tenaces A., Q., Kv., etc., K., Kv., 10, etc.,

} **play lowest of the sequence** (even from A., K., Kv., etc.).

5. From A., Q., 10, without others,
6. From A., Q., 10, etc., if strong in trumps,

} **play the ten.**

7. From A., Q., 10, etc., if weak in trumps,
8. From A., Q., and three low ones, if weak in trumps,

} **play Queen.**

9. From Ace and four or more small ones, play Ace if the game be critical, and you are weak in trumps, or if you suspect a single-card lead.
10. With one honor, singly guarded, play the honor, if you specially want the lead.

    From A., Q., only, in the suit led; also from K., Kv.; **play the highest honor,** if you want the lead.
11. At the tenth trick, when, in trumps, you hold **best and third best,** or **second best, guarded,** over your right-hand adversary, always play your highest

card of a plain suit led by him. Throw King to Ace led, even when you have another low one.

12. Toward the end of a hand, if a suit led can go round but once, play the Ace second hand.

In all other cases, when a low card is led, **the second hand should play low,** following the general rule. This will include:

1. No cases of more than two honors.
2. All cases of less than two honors.

Except Kv., 10; or 10, 9; with one other. But see, under C. above, 9, 10, 11, and 12.

3. With two honors, the following:

a. A., Q., with less than three low ones, below the ten.

b. A., Q., with three or more low ones below the ten, and with strength in trumps. (See C, 6.)

c. A., Kv., etc. It is useless to play the Knave even if with the ten.

d. K., Kv., etc., also
e. Q., Kv., with two or more low ones } below 10.

The signal for trumps.—When the player, second hand, passes a high card led, or plays low to a low card led, he should ordinarily **play his lowest.**

But when the player has such strength in trumps and in plain suits, either combined or separate, as to be able to play a forward game

even without his partner's support, if only the partner can bring in trumps,—in such case, he should **signal for trumps,** *i. e.*, he should play an unnecessarily high card; which, being followed in a later round by a lower card, will enable the partner to infer his strength.

To trump a trick and thereafter to lead or play a lower trump, is a form of the signal: it indicates at least five originally in the hand.

It is very important that the partner should not confound the regular play of the second hand, from

Q., Kv., and one other,
Kv., 10, " " "
10, 9, " " "

with the signal for trumps. When the low card falls on the second round, it is not a signal for trumps unless the partner can infer that the second hand has not the next higher than the card first played. To signal for trumps the higher card of the sequence should be played in the first round.

To warrant a signal for trumps, the player requires greater strength than to lead trumps originally, and especially so if the adversaries' score is low. He should hold at least four trumps, two being honors; or five trumps, one being an honor. Moreover, he should hold one

very long plain suit, or good cards in all the plain suits.

When the player's score is desperate, somewhat less strength will warrant the signal.

When only one or two tricks are needed to win or save the game, a signal for trumps is especially hazardous, except from commanding strength.

But a player (generally third hand) might signal on less strength, if his partner's lead evidently shows a strong plain suit.

The Echo.—Exactly the same convention as the signal for trumps—*i. e.*, an unnecessarily high card played to a trick, followed by a lower card in a later round—constitutes the echo, if adopted

1. After partner has led, or begun to lead, trumps.
2. After he has signaled.
3. After he has refused to trump or to overtrump.
4. After he has led a card to force you, his partner. (But compare Direction II., 2, page 16.)

Four trumps, however small, held originally, are sufficient to warrant the echo. It enables the partner with the long trumps to infer with almost certainty the position of every trump out after the second round.

THE PLAY OF THE SECOND HAND AFTER THE FIRST ROUND.

As a general rule, play the best card of a suit, if you hold it.

With great strength in trumps, you might pass the trick and give your partner a chance to take it.

Especially may you hold up the best card, when the second lead of your long suit comes from an adversary after trumps are out. In such a case, play the third best, if you hold it.

So, also, in any case, play the third best, if the second best is probably in the leader's hand.

With second best, singly guarded, play the higher card, if the adversaries are showing a strong hand.

At the tenth trick (as in C, 11, p. 61), when, in trumps, you hold **best and third best,** or **second best, guarded,** over your right-hand adversary, always play your highest card of a plain suit led by him. Throw King to Ace led, even when you have another low one.

THE PLAY OF THE SECOND HAND RENOUNCING.

The second hand, renouncing, has a choice—often difficult—between two plays, namely: to discard, and to trump the trick. Several things affect the choice: (1) the card led, whether the best in the suit or a low one; (2) the strength or weakness of the player's hand in trumps; (3)

the strength of the player's hand, and sometimes of his partner's hand, in plain suits.

When a winning card is led, and especially when the adversary leading has complete command in the suit, it is generally right to trump the trick. Note the exception in 4, below.

1. With six trumps, or with five trumps and an established suit, the second hand should trump in, and then lead trumps. So, also, with five trumps and commanding cards in plain suits.

   In this case, the player should trump with the lowest but one, so that the partner may infer his strength when the signal is completed.
2. With five trumps, without an established suit or a powerful hand, it is generally best to trump the trick, but not thereafter to lead trumps.
3. When a player and his partner are weak in plain suits, and can only play a defensive game, either should trump then from four and even five trumps, but should not thereafter lead trumps.
4. With four trumps, as a rule, **pass a winning card led,** unless partner has signaled. Especially pass the trick when you have a good suit hand, or one very strong suit, or an established suit, and your partner has not shown strength in trumps.
5. With three trumps, or less, trump freely. If the third hand can also trump the trick, but partner still holds out in the suit, play a high trump, the Ace, if necessary.

When a low card is led, and it is uncertain whether your partner can win the trick,

the general rule is: **With fair strength in plain suits,** DO NOT TRUMP A DOUBTFUL CARD UNLESS YOU ARE WEAK IN TRUMPS.

Without such strength in plain suits, and especially if partner is also weak in them, only a defensive game can be played, and you may trump freely even from four or five.

When weak in trumps, and in two suits not likely to get the lead, but with a splendid suit which is not likely to be led, the second player should trump to get the lead even if he knows his partner can take the trick, especially if his partner's high card is probably sure of a trick in a later round.

Also, from **great strength in trumps,** six in all; or with five good trumps and an established suit (or, perhaps, with commanding cards if the adversaries have not signaled); the second player may trump a doubtful trick and then lead trumps.

N.B.—Do not play the last trump on the second round of an adversary's suit.

The principles governing the appropriate **discard,** when the second player, renouncing, adopts this choice instead of trumping, will be found on page 80.

II.—IN TRUMPS.

THE PLAY OF THE SECOND HAND.

On this point the authorities are not so explicit as might be desired. One rule, however, is of prime importance, TO RETAIN THE COM-

MAND IN TRUMPS AS LONG AS POSSIBLE, either in your own or in your partner's hand. For this reason it is often right to leave the chance of the first trick to your partner. But if you are weak, and your partner evidently so, stop the lead, at considerable hazard, especially if you have strong suits.

A.

When an honor is led, the ordinary play is much the same as in plain suits. But the two opposite principles of stopping the lead and retaining the command may conflict to such a degree, as to leave the play a matter of choice. The following, however, may be given as always applicable:

1. With A., K., Q., play lowest of the sequence.
2. With a fourchette, *i. e.*, the next higher and the next lower than the card led, cover the honor led.
3. With K., or Q., as the only honor, pass the trick; but play the honor on a strengthening honor led.
4. With K., or Q., singly guarded, play the honor if you wish to stop the lead.

In other cases, follow the rules given for the play of second hand in plain suits.

With four in the suit it is allowable to pass, either to retain the command, or to give partner a chance to take the trick.

B.

When a low card is led, the general rule is to PLAY SECOND HAND LOW, unless it is essential to stop the lead of trumps. But—

1. With three honors, or a sequence of three at the head, play lowest of the sequence. But play Ace, if King is turned up at the left.
2. With two honors and the ten, play the ten.
3. With K., Q., and one other, } Play the lowest of the sequence.
   " Q., Kv., " " " }
   " Kv., 10, " " " }
   " 10, 9, " " " }
   With A., K., and one or more low ones; also from K., Q., and two more low ones, play low.
4. With either A., K., or Q., and one low one, **play high** if you wish to stop the lead of trumps. But with Q. and another, **play low** if A., or K., be turned up to partner.
5. With Q., singly guarded, play the Q. on ten led.
6. With K., or Q., singly guarded, and superior honor at the right, play high; but with the honor at the left, play low.
7. With K., or Q., turned up, singly guarded, play the honor.

THE GRAND COUP.

If you have five trumps, be on the look-out for an opportunity of playing the GRAND COUP; especially if a trump is led at your right. This consists in **getting rid of a useless trump.**

(1) By trumping a partner's trick, or—

(2) By under-trumping a trick already trumped by partner.

The object of the Coup is to place the lead in your partner's hand at the eleventh trick ; as, for instance, when you will then remain with a **major tenace, or second best guarded, in trumps,** over your right-hand adversary.

Another form of the *Grand Coup* consists in playing a low trump on a trick already trumped by an adversary, instead of discarding a winning card of a plain suit which must ultimately be led to you by the adversary holding the long trumps.

THE PLAY OF THE SECOND HAND IN TRUMPS AFTER THE FIRST ROUND.

With best and two or more others, and especially with good cards in plain suits, **play low second hand.**

With third best (and others), play the third best, if led through.

In general, play to retain the command as long as possible ; and, if weak in trumps, to assist your partner as much as possible.

THE THIRD HAND.

I.—IN THE FIRST ROUND.

In general, PLAY THIRD HAND HIGH (or the lowest of a high sequence).

But not, of course, if such card be in sequence with the card led.

As a rule, do not finesse in partner's suit, and especially not in the first round of trumps led by him. But in the following cases (in plain suits unless otherwise stated), the **third hand should play** as follows.

A. On King led:

1. Late in the hand, with Ace and another of a suit not yet led, and no winning cards, the third hand should play the Ace on partner's King, and return the low one.—See p, 74.

B. Play low on Queen led:

2. From Ace and others. But not if one trick only is wanted to win or save the game.

C. Play low on Knave led:

3. From A., K., etc., with strength in trumps, and a good hand.

4. From K., as the only honor.
5. From Ace and two or more others in plain suits.
6. From Ace and even one other in trumps.

D. Play low on the ten led:

7. From Queen and low ones.
8. From any two honors not in sequence and other low ones.

With A., Q., etc., play Ace if you want the lead, otherwise pass the trick.

N.B.—With Ace and low ones, play Ace on the ten led.

E. Play low on the nine led:

9. From K., Kv., etc., if strong in trumps. If you want the lead, play Kv.

F. Play low on the eight led:

10. From Kv., 9, etc. If you want the lead, play the nine.

G. Play low on a low card led:

11. From K., as the only honor, in trumps, if you want but one trick to win or save the game.

Note also the following special plays, which should not be neglected:

1. With A., Q., etc., play Queen on a low card led. But do not finesse even in this case if but one trick is needed to win or save the game.
2. With A., Kv., etc., in trumps, and an honor turned up at the right, play the Knave, if it covers the play of the second hand.
3. At the tenth trick,—trumps all out,—do not play A., on second player's Q., this being the first round of the suit.

The Signal for trumps.—When you play low third hand, or are unable to win the trick, play your lowest, unless necessary to play otherwise in order to get out of the way in your partner's suit; or, unless you wish to signal for trumps, or to echo. These subjects are fully considered on p. 74 and on pp. 62 and 64. Note the statement that the third hand may signal from comparatively less strength in trumps, if his partner's lead shows a very strong plain suit.

II.—AFTER THE FIRST ROUND.

Finessing.—General principles in regard to finessing must be taken with considerable allowance. The proper play largely depends on the inferences drawn from the fall of the cards, and somewhat on the score and the strength of the hand. The following, however, may be given.

1. With best and third best, finesse if strong in trumps; but not if second hand renounces, or if partner won the first trick cheaply, third hand; nor if one trick wins or saves the game.
2. With second and fourth best, finesse, especially if the winning card be at your left.
3. At the eleventh trick, win it, even over partner's certain winning card, if there are out four trumps, held between your left-hand adversary and partner.

Getting rid of the command in partner's suit.—When the third hand holds four cards in his partner's strong suit, it is very important that he should not retain the command in it, so as to block his partner's game; but that he should get out of his partner's way by at least the third round. Therefore:

1. In the third round (if not before) he should play his highest, even if the trick already belongs to the partner, or if an adversary has trumped it.

   a. If (of the four) the two highest are in sequence, he should begin to get out of the way in the second round by playing his second best, so that he may play the best in the third round.

   b. If (of the four) the three highest are in sequence, he should begin to get out of the way in the first round by playing the lowest of the three in sequence.

2. If the third hand holds Ace or King, with one or two others in his partner's strong suit, he should play the Ace or King whenever he is left with but one small card besides; and he should play thus even if the trick already belongs to partner, or if an adversary has trumped it. Compare C, 4 and 5, p. 72.

   But before playing in this way, the third hand should

be certain that his partner is leading from a strong suit —i. e.:

1. Five or more.
2. Four, with a sequence of three at the head.

This will be evident at least by the second or third round :

1. If he leads Ace of a plain suit originally.
2. If he leads a penultimate.
3. If he leads Q., or Kv., of a plain suit originally.

When Kv. is led, the direction applies principally to the play of Ace by the third hand.

N. B.—This play of the third hand will often enable the leader to count his partner's hand. Thus, when the third hand takes his partner's trick with A., or K., or throws the highest of the suit when an adversary has trumped the trick, it will be evident that he holds but one more of the suit.

3. The same principles apply to a leader who leads from four, when the fall of the cards shows that his partner may have five in the suit—i. e.:

When you lead a low card from Ace, Q., etc., and the second hand renounces, and partner plays the nine, which brings down K., from the fourth hand. Partner must have Kv., 10, and possibly two more.

4. Late in a hand, with Ace and another in one suit not yet led, and no other winning

cards, the third hand should play Ace on partner's K., and return the low one.

THE PLAY OF THE THIRD HAND RENOUNCING.

In general, the same principles apply as in the case of the second hand renouncing.

1. With six trumps (if necessary in order to win the trick), you may trump in and then lead trumps.
2. So, also, with five trumps and an established suit.
3. **With four trumps,** and a strong hand, or a very strong suit, or an established suit, do not trump to win, or over-trump the previous hand, unless your partner is evidently forcing you, or unless the left-hand adversary is evidently strong in trumps.
4. With four trumps and a weak hand, trump a losing card led by partner. So, with five small trumps and a weak hand, if partner, also, evidently has no good suit.
5. With weakness in trumps (three or less), trump freely, if necessary in order to win the trick.
6. Pass a "thirteener" if your partner is weak in trumps; if he is strong, play as upon a trump led.
7. Do not trump partner's King (led originally). Let the fourth hand play the Ace, if he holds it.
8. Do not play last trump on second round of an adversary's long suit.

9. At the eleventh trick, holding best and fourth-best trumps, do not overtrump a right-hand adversary who has trumped with second or third-best trump and still holds the other.

One of the first habits of memory to form in whist is to note when a suit goes around three times, and is renounced only by one player on the third round. Evidently two of the suit then remain out.

If the higher is led, through the player (second hand) who just renounced, and he declines to trump it, the leader's partner (third hand) should not trump the trick :

(1) If the suit was originally led by the fourth hand; nor

(2) If the suit was originally led by the partner, and he did not indicate five in his hand.

In each of these cases, the fourth hand must hold the thirteenth and lower card of the suit.

If the indications plainly show that the leader had five originally, or that the fourth hand has none left, then the third hand should trump high, if at all. Without such indications, the third hand may trump low. But in both cases he may decline to be forced (see 3 above).

THE FOURTH HAND.

In general, the play of the fourth hand is to **win the trick** if against him, and to win it as cheaply as possible.

By winning with a highest of a sequence and returning the lowest, it can be shown that the player has the remainder of the sequence.

Sometimes it is necessary to **win a trick already belonging to partner,** in order to get out of his way in a suit in which he holds good cards, or to lead up to a weak fourth hand; as, for instance:

When, late in the hand, a suit is led which is evidently your partner's, and in which you hold King and one small one, play the King even if the trick is already your partner's. Then lead the low through the strong second hand, and up to the weak fourth hand.

Toward the end of a hand you may **refuse to win a trick,** in order to get the left-hand adversary to lead up to your tenace, or guarded second. Compare 9, p. 77.

Refuse to win a trick if by so doing you give up your sole power of re-entry,—when by retaining the card of re-entry,

you would have a chance to get the lead after trumps were out, and thus to make two or more tricks.

The fourth hand, renouncing, should generally trump the trick. But (compare 3, p. 76) he should refuse to win a trick, and thus to spoil his hand by giving up his strength in trumps, especially if his partner has shown a weak hand.

N. B.—Do not play last trump on the second round of an adversary's long suit.

THE DISCARD.

In general, discard from your weakest suit. **But if trumps are declared against you,** either by a lead, or by a call for trumps, discard from your strongest suit, in order to inform your partner.

But if your partner neutralizes the adversaries' strength in trumps by a call for trumps, discard from your weakest suit.

If trumps are led by an adversary evidently from a weak suit, discard from your weakest suit.

Suppose eleven trumps fall to adversaries' lead in three rounds, and it is necessary that your partner should hold the highest in order for you to win or save the game, discard from your weakest suit.

In discarding from a weak suit **do not unguard an honor,** nor **blank an ace,** especially in an adversary's suit; moreover, early in the hand, **do not discard a singleton,** unless your partner is strong in trumps.

If your left-hand adversary will have the lead next round, a discard from a suit in which you hold a tenace, may deceive him into leading up to it.

With complete command of a suit, you may discard the highest, if you wish to inform your partner of the fact.

If your discard must be from one of two suits containing the same number of cards, discard from the one in which you will be left best protected.

Frequently the most advantageous use that can be made of an opportunity for discarding will be to get rid of the command in the partner's suit. See p. 74

CONCLUSION.

One last word to characterize as a delusion the idea that any one can learn to play whist from a book. To become a whist-player, one must learn *to see* what is taking place before his eyes, and *to comprehend* the meaning of it. When facts are seen and understood, no effort is required to remember them.

It is utterly useless then, perhaps worse—confusing,—to attempt to commit to memory any direction herein stated, before one is in the habit of recognizing the situation to which it refers. The beginner in whist will get most advantage from this book by reading it solely for the purpose of getting some idea of what he is to look for in the progress of a game.

The author of this compilation has not intended to introduce any thing into it that is not supported by good authority. In the statement of so many general and specific directions, he cannot hope to have escaped errors and omissions. Indulgence is asked for them,

in the hope that the work may challenge such friendly criticism among lovers of whist, that they may be pointed out and corrected in a later edition.

THE LAWS OF WHIST.

THE LAWS OF WHIST.

VERBATIM FROM THE CLUB CODE.

THE RUBBER.

1. The rubber is the best of three games. If the first two games be won by the same players the third game is not played.

SCORING.

2. A game consists of five points. Each trick, above six, counts one point.

3. Honors, *i, e.*, Ace, King, Queen, and Knave of trumps, are thus reckoned:

If a player and his partner, either separately or conjointly, hold—

I. The four honors, they score four points.
II. Any three honors, they score two points.
III. Only two honors, they do not score.

4. Those players, who, at the commencement of a deal, are at the score of four, cannot score honors.

5. The penalty for a revoke* takes prece-

* *Vide* Law 72.

dence of all other scores. Tricks score next. Honors last.

6. Honors, unless claimed before the trump card of the following deal is turned up, cannot be scored.

7. To score honors is not sufficient; they must be called at the end of the hand; if so called, they may be scored at any time during the game.

8. The winners gain—

I. A treble, or game of three points, when their adversaries have not scored.

II. A double, or game of two points, when their adversaries have scored less than three.

III. A single, or game of one point, when their adversaries have scored three, or four.

9. The winners of the rubber gain two points (commonly called the rubber points), in addition to the value of their games.

10. Should the rubber have consisted of three games, the value of the losers' game is deducted from the gross number of points gained by their opponents.

11. If an erroneous score be proved, such mistake can be corrected prior to the conclusion of the game in which it occurred, and such game is not concluded until the trump card of the following deal has been turned up.

12. If an erroneous score, affecting the amount of the rubber,* be proved, such mistake can be rectified at any time during the rubber.

CUTTING.

13. The ace is the lowest card.

14. In all cases, every one must cut from the same pack.

15. Should a player expose more than one card, he must cut again.

FORMATION OF TABLE.

16. If there are more than four candidates, the players are selected by cutting; those first in the room having the preference. The four who cut the lowest cards play first, and again cut to decide on partners; the two lowest play against the two highest; the lowest is the dealer, who has choice of cards and seats, and, having once made his selection, must abide by it.

17. When there are more than six candidates, those who cut the two next lowest cards belong to the table, which is complete with six players; on the retirement of one of those six players, the candidate who cut the next lowest card has a prior right to any after-comer to enter the table.

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* *E. g.* if a single is scored by mistake for a double or treble or *vice versâ*.

CUTTING CARDS OF EQUAL VALUE.

18. Two players cutting cards of equal value,* unless such cards are the two highest, cut again; should they be the two lowest, a fresh cut is necessary to decide which of those two deals.†

19. Three players cutting cards of equal value cut again; should the fourth (or remaining) card be the highest, the two lowest of the new cut are partners, the lower of those two the dealer; should the fourth card be the lowest, the two highest are partners, the original lowest the dealer.‡

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* In cutting for partners.

† *Example:* A three, two sixes, and a knave are cut. The two sixes cut again, and the lowest plays with the three. Suppose at the second cut, the two sixes cut a king and a queen, the queen plays with the three.

If at the second cut a lower card than the three is cut, the three still retains its privileges as original low, and has the deal and choice of cards and seats.

‡ *Example:* Three aces and a two are cut. The three aces cut again. The two is the original high, and plays with the highest of the next cut.

Suppose at the second cut, two more twos and a king are drawn. The king plays with the original two, and the other pair of twos cut again for deal.

Suppose instead, the second cut to consist of an ace and two knaves. The two knaves cut again and the highest plays with the two.

CUTTING OUT.

20. At the end of a rubber, should admission be claimed by any one, or by two candidates, he who has, or they who have, played a greater number of consecutive rubbers than the others is, or are, out; but when all have played the same number, they must cut to decide upon the out-goers; the highest are out.

ENTRY AND RE-ENTRY.

21. A candidate wishing to enter a table must declare such intention prior to any of the players having cut a card, either for the purpose of commencing a fresh rubber, or of cutting out.

22. In the formation of fresh tables, those candidates who have neither belonged to nor played at any other table have the prior right of entry; the others decide their right of admission by cutting.

23. Any one quitting a table prior to the conclusion of a rubber, may, with consent of the other three players, appoint a substitute in his absence during that rubber.

24. A player cutting into one table, whilst belonging to another, loses his right * of re-entry into that latter, and takes his chance of cutting in, as if he were a fresh candidate.†

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* *I. e.*, his prior right.

† And last in the room (*vide* Law 16).

25. If any one break up a table, the remaining players have the prior right to him of entry into any other, and should there not be sufficient vacancies at such other table to admit all those candidates, they settle their precedence by cutting.

SHUFFLING.

26. The pack must neither be shuffled below the table nor so that the face of any card be seen.

27. The pack must not be shuffled during the play of the hand.

28. A pack, having been played with, must neither be shuffled, by dealing it into packets, nor across the table.

29. Each player has a right to shuffle, once only, except as provided by Rule 32, prior to a deal, after a false cut,* or when a new deal † has occurred.

30. The dealer's partner must collect the cards for the ensuing deal, and has the first right to shuffle that pack.

31. Each player, after shuffling, must place the cards, properly collected, and face downward, to the left of the player about to deal.

32. The dealer has always the right to shuffle

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* *Vide* Law 34. † *Vide* Law 37.

last; but should a card or cards be seen during his shuffling or whilst giving the pack to be cut, he may be compelled to re-shuffle.

THE DEAL.

33. Each player deals in his turn; the right of dealing goes to the left.

34. The player on the dealer's right cuts the pack, and in dividing it, must not leave fewer than four cards in either packet; if in cutting, or in replacing one of the two packets on the other, a card be exposed,* or if there be any confusion of the cards, or a doubt as to the exact place in which the pack was divided, there must be a fresh cut.

35. When a player, whose duty it is to cut, has once separated the pack, he cannot alter his intention; he can neither re-shuffle nor re-cut the cards.

36. When the pack is cut, should the dealer shuffle the cards, he loses his deal.

A NEW DEAL.

37. There must be a new deal †—

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* After the two packets have been re-united, Law 38 comes into operation.

† *I. e.*, the same dealer must deal again. *Vide* also Laws 47, 50, and 69.

I. If, during a deal, or during the play of a hand, the pack be proved incorrect or imperfect.

II. If any card, excepting the last, be faced in the pack.

38. If, whilst dealing, a card be exposed by the dealer or his partner, should neither of the adversaries have touched the cards, the latter can claim a new deal; a card exposed by either adversary gives that claim to the dealer, provided that his partner has not touched a card; if a new deal does not take place, the exposed card cannot be called.

39. If, during dealing, a player touch any of his cards, the adversaries may do the same, without losing their privilege of claiming a new deal, should chance give them such option.

40. If, in dealing, one of the last cards be exposed, and the dealer turn up the trump before there is reasonable time for his adversaries to decide as to a fresh deal, they do not thereby lose their privilege.

41. If a player, whilst dealing, look at the trump card, his adversaries have a right to see it, and may exact a new deal.

42. If a player take into the hand dealt to him a card belonging to the other pack, the adversaries, on discovery of the error, may decide whether they will have a fresh deal or not.

A MISDEAL.

43. A misdeal loses the deal.*

44. It is a misdeal †—

I. Unless the cards are dealt into four packets, one at a time in regular rotation, beginning with the player to the dealer's left.

II. Should the dealer place the last (*i. e.*, the trump) card, face downwards, on his own, or any other pack.

III. Should the trump card not come in its regular order to the dealer; but he does not lose his deal if the pack be proved imperfect.

IV. Should a player have fourteen ‡ cards, and either of the other three less than thirteen. §

V. Should the dealer, under an impression that he has made a mistake, either count the cards on the table, or the remainder of the pack.

VI. Should the dealer deal two cards at once, or two cards to the same hand, and then deal a third; but, if prior to dealing that third card, the dealer can, by altering the position of one card only, rectify such error, he may do so, except as provided by the second paragraph of this Law.

VII. Should the dealer omit to have the pack cut to him, and the adversaries discover the error, prior to the trump card being turned up, and before looking at their cards, but not after having done so.

45. A misdeal does not lose the deal if, dur-

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* Except as provided in Laws 45 and 50.

† *Vide* also Law 36.

‡ Or more.

§ The pack being perfect. *Vide* Law 47.

ing the dealing, either of the adversaries touch the cards prior to the dealer's partner having done so, but should the latter have first interfered with the cards, notwithstanding either or both of the adversaries have subsequently done the same, the deal is lost.

46. Should three players have their right number of cards—the fourth have less than thirteen, and not discover such deficiency until he has played any of his cards,* the deal stands good; should he have played, he is as answerable for any revoke he may have made as if the missing card, or cards, had been in his hand †; he may search the other pack for it, or them.

47. If a pack, during or after a rubber, be proved incorrect or imperfect, such proof does not alter any past score, game, or rubber; that hand in which the imperfection was detected is null and void; the dealer deals again.

48. Any one dealing out of turn, or with the adversary's cards, may be stopped before the trump card is turned up, after which the game must proceed as if no mistake had been made.

49. A player can neither shuffle, cut, nor deal for his partner, without the permission of his opponents.

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* *I. e.*, until after he has played to the first trick.

† *Vide* also Law 70, and Law 44, paragraph iv.

50. If the adversaries interrupt a dealer whilst dealing, either by questioning the score or asserting that it is not his deal, and fail to establish such claim, should a misdeal occur, he may deal again.

51. Should a player take his partner's deal, and misdeal, the latter is liable to the usual penalty, and the adversary next in rotation to the player who ought to have dealt then deals.

THE TRUMP CARD.

52. The dealer, when it is his turn to play to the first trick, should take the trump card into his hand; if left on the table after the first trick be turned and quitted, it is liable to be called *; his partner may at any time remind him of the liability.

53. After the dealer has taken the trump card into his hand, it cannot be asked for †; a player naming it at any time during the play of that hand, is liable to have his highest or lowest trump called.

54. If the dealer take the trump card into his hand before it is his turn to play, he may be desired to lay it on the table; should he show a wrong card, this card may be called, as also a

* It is not usual to call the trump card if left on the table.

† Any one may inquire what the trump suit is, at any time.

second, a third, etc., until the trump card can be produced.

55. If the dealer declare himself unable to recollect the trump card, his highest or lowest trump may be called at any time during that hand, and, unless it cause him to revoke, must be played; the call may be repeated, but not changed, *i. e.*, from highest to lowest, or *vice versa*, until such card is played.

CARDS LIABLE TO BE CALLED.*

56. All exposed † cards are liable to be called, and must be left ‡ on the table; but a card is not an exposed card when dropped on the floor, or elsewhere below the table.

The following are exposed § cards:

I. Two or more cards played at once. ‖

II. Any card dropped with its face upwards, or in any way exposed on or above the table, even though snatched up so quickly that no one can name it.

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* See also Laws 38, 52, 53, 54, 55, 76, 86.

† Cards exposed during the cut, shuffle, or deal, are referred to in Laws 26, 32, 34, 38, 40, and 41.

‡ Face upwards.

§ Detached cards (*i. e.*, cards taken out of the hand but not dropped) are not liable to be called unless named; *vide* Law 60. It is important to distinguish between exposed and deached cards.

‖ If two or more cards are played at once, the adversaries have a right to call which they please to the trick in course of play, and afterwards to call the others.

57. If any one play to an imperfect trick the best card on the table, * or lead one which is a winning card as against his adversaries, and then lead again, † or play several such winning cards one after the other, without waiting for his partner to play, the latter may be called on to, win, if he can, the first or any other of those tricks, and the other cards thus improperly played are exposed cards.

58. If a player, or players, under the impression that the game is lost—or won—or for other reasons,—throw his or their cards on the table face upwards, such cards are exposed, and liable to be called, each player's by the adversary; but should one player alone retain his hand, he cannot be forced to abandon it.

59. If all four players throw their cards on the table face upwards, the hands are abandoned; and no one can again take up his cards. Should this general exhibition show that the game might have been saved or won, neither claim can be entertained, unless a revoke be established. The revoking players are then liable to the following penalties: they cannot under any circumstances win the game by the result of that hand, and the adversaries may

* And then lead without waiting for his partner to play.

† Without waiting for his partner to play.

add three to their score, or deduct three from that of the revoking players.

60. A card detached from the rest of the hand so as to be named, is liable to be called; but should the adversary name a wrong card, he is liable to have a suit called when he or his partner have the lead.*

61. If a player, who has rendered himself liable to have the highest or lowest of a suit called, fail to play as desired, or if when called on to lead one suit, lead another, having in his hand one or more cards of that suit demanded, he incurs the penalty of a revoke.

62. If any player lead out of turn, his adversaries may either call the card erroneously led, or may call a suit from him or his partner when it is next the turn of either of them † to lead.

63. If any player lead out of turn, and the other three have followed him, the trick is complete, and the error cannot be rectified; but if

* *I. e.*, the first time that side obtains the lead.

† *I. e.*, the penalty of calling a suit must be exacted from whichever of them next first obtains the lead. It follows that if the player who leads out of turn is the partner of the person who ought to have led, and a suit is called, it must be called at once from the right leader. If he is allowed to play as he pleases, the only penalty that remains is to call the card erroneously led.

only the second, or the second and third, have played to the false lead, their cards, on discovery of the mistake, are taken back; there is no penalty against any one, excepting the original offender, whose card may be called, or he, or his partner, when either of them * has next the lead, may be compelled to play any suit demanded by the adversaries.

64. In no case can a player be compelled to play a card which would oblige him to revoke.

65. The call of a card may be repeated † until such card has been played.

66. If a player called on to lead a suit have none of it, the penalty is paid.

CARDS PLAYED IN ERROR, OR NOT PLAYED TO A TRICK.

67. If the third hand play before the second, the fourth hand may play before his partner.

68. Should the third hand not have played, and the fourth play before his partner, the latter may be called on to win, or not to win the trick.

69. If any one omit playing to a former trick, and such error be not discovered until he has played to the next, the adversaries may claim a

* *I. e.*, whichever of them next first has the lead.

† At every trick.

new deal; should they decide that the deal stand good, the surplus card at the end of the hand is considered to have been played to the imperfect trick, but does not constitue a revoke therein.

70. If any one play two cards to the same trick, or mix his trump, or other card, with a trick to which it does not properly belong, and the mistake be not discovered until the hand is played out, he is answerable for all consequent revokes he may have made.* If, during the play of the hand, the error be detected, the tricks may be counted face downwards, in order to ascertain whether there be among them a card too many: should this be the case, they may be searched, and the card restored; the player is, however, liable for all revokes which he may have meanwhile made.

THE REVOKE.

71. Is when a player, holding one or more cards of the suit led, plays a card of a different suit. †

72. The penalty for a revoke—

I. Is at the option of the adversaries, who, at the end of the hand, may either take three tricks from

* *Vide* also Law 46.

† *Vide* also Laws 5, 46, 59, 61, 64, 69, 70, and 84.

the revoking player, * or deduct three points from his score, or add three to their own score ;

II. Can be claimed for as many revokes as occur during the hand ;

III. Is applicable only to the score of the game in which it occurs ;

IV. Cannot be divided, *i. e.*, a player cannot add one or two to his own score and deduct one or two from the revoking player ;

V. Takes precedence of every other score, *e. g.*, the claimants two, their opponents nothing, the former add three to their score, and thereby win a treble game, even should the latter have made thirteen tricks, and held four honors.

73. A revoke is established, if the trick in which it occur be turned and quitted, *i. e.*, the hand removed from that trick after it has been turned face downwards on the table ; or if either the revoking player or his partner, whether in his right turn or otherwise, lead or play to the following trick.

74. A player may ask his partner whether he has not a card of the suit which he has renounced; should the question be asked before the trick is turned and quitted, subsequent turning and quitting does not establish the revoke, and the error may be corrected, unless the question be answered in the negative, or unless the revoking player or his partner have led or played to the following trick.

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* And add them to their own.

75. At the end of the hand, the claimants of a revoke may search all the tricks.*

76. If a player discover his mistake in time to save a revoke, the adversaries, whenever they think fit, may call the card thus played in error, or may require him to play his highest or lowest card to that trick in which he has renounced; any player or players who have played after him may withdraw their cards and substitute others: the cards withdrawn are not liable to be called.

77. If a revoke be claimed, and the accused player or his partner mix the cards before they have been sufficiently examined by the adversaries, the revoke is established. The mixing of the cards only renders the proof of a revoke difficult, but does not prevent the claim, and possible establishment, of the penalty.

78. A revoke cannot be claimed after the cards have been cut for the following deal.

79. The revoking player and his partner may, under all circumstances, require the hand in which the revoke has been detected to be played out.

80. If a revoke occur, be claimed and proved, bets on the odd trick, or on amount of score, must be decided by the actual state of the latter, after the penalty is paid.

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* *Vide* Law 77.

81. Should the players on both sides subject themselves to the penalty of one or more revokes, neither can win the game; each is punished at the discretion of his adversary.*

82. In whatever way the penalty be enforced, under no circumstances can a player win the game by the result of the hand during which he has revoked; he cannot score more than four. (*Vide* Rule 61.)

CALLING FOR NEW CARDS.

83. Any player (on paying for them) before, but not after, the pack be cut for the deal, may call for fresh cards. He must call for two new packs, of which the dealer takes his choice.

GENERAL RULES.

84. Where a player and his partner have an option of exacting from their adversaries one of two penalties,† they should agree who is to make the election, but must not consult with one another which of the two penalties it is advisable to exact; if they do so consult they lose their right ‡; and if either of them, with or without

* In the manner prescribed in Law 72.

† For the various cases see 53, 55, 56 ‖, 60, 62, 63, 68, 76, and 86.

‡ To demand any penalty.

consent of his partner, demand a penalty to which he is entitled, such decision is final.

This rule does not apply in exacting the penalties for a revoke partners have then a right to consult.

85. Any one during the play of a trick, or after the four cards are played, and before, but not after, they are touched for the purpose of gathering them together, may demand that the cards be placed before their respective players.

86. If any one, prior to his partner playing, should call attention to the trick—either by saying that it is his, or by naming his card, or, without being required so to do, by drawing it towards him,—the adversaries may require that opponent's partner to play the highest * or lowest of the suit then led, or to win or lose† the trick.

87. In all cases where a penalty has been incurred, the offender is bound to give reasonable time for the decision of his adversaries.

88. If a bystander make any remark which calls the attention of a player or players to an oversight affecting the score, he is liable to be called on, by the players only, to pay the stake, and all bets on that game or rubber.

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* See also Laws 53, 55, 57, 61, 68, 76 and 86.

† *I. e.*, refrain from winning.

89. A bystander, by agreement among the players, may decide any question.

90. A card or cards torn or marked must be either replaced by agreement, or new cards called at the expense of the table.

91. Any player may demand to see the last trick turned, and no more. Under no circumstances can more than eight cards be seen during the play of the hand, viz.: the four cards on the table which have not been turned and quitted, and the last trick turned.

ETIQUETTE OF WHIST.

The following rules belong to the established Etiquette of Whist. They are not called laws, as it is difficult—in some cases impossible—to apply any penalty to their infraction, and the only remedy is to cease to play with players who habitually disregard them.

Two packs of cards are invariably used at Clubs; if possible, this should be adhered to.

Any one, having the lead and several winning cards to play, should not draw a second card out of his hand until his partner has played to the first trick, such act being a distinct intimation that the former has played a winning card.

No intimation whatever, by word or gesture, should be given by a player as to the state of his hand, or of the game.*

A player who desires the cards to be placed, or who demands to see the last trick,† should

* The question "Who dealt?" is irregular, and if asked should not be answered.

† Or who asks what the trump suit is.

do it for his own information only, and not in order to invite the attention of his partner.

No player should object to refer to a bystander who professes himself uninterested in the game, and able to decide, any disputed question of facts as to who played any particular card, whether honors were claimed though not scored, or *vice versa*, etc., etc.

It is unfair to revoke purposely; having made a revoke, a player is not justified in making a second in order to conceal the first.

Until the players have made such bets as they wish, bets should not be made with bystanders.

Bystanders should make no remark, neither should they by word or gesture give any intimation of the state of the game until concluded and scored, nor should they walk round the table to look at the different hands.

No one should look over the hand of a player against whom he is betting.

DUMMY

Is played by three players.

One hand, called Dummy's, lies exposed on the table.

The laws are the same as those of Whist, with the following exceptions:

I. Dummy deals at the commencement of each rubber.

II. Dummy is not liable to the penalty for a revoke, as his adversaries see his cards ; should he * revoke and the error not be discovered until the trick is turned and quitted, it stands good.†

III. Dummy being blind and deaf, his partner is not liable to any penalty for an error whence he can gain no advantage. Thus, he may expose some or all of his cards, or may declare that he has the game or trick, etc., without incurring any penalty ; if, however, he lead from Dummy's hand when he should lead from his own, or *vice versa*, a suit may be called from the hand which ought to have led.

DOUBLE DUMMY

Is played by two players, each having a Dummy, or exposed hand, for his partner. The laws of the game do not differ from Dummy Whist, except in the following special law: There is no misdeal, as the deal is a disadvantage.

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* *I. e.*, Dummy's hand. If Dummy's partner revokes, he is liable to the usual penalties.

† And the hand proceeds as though the revoke had not been discovered.

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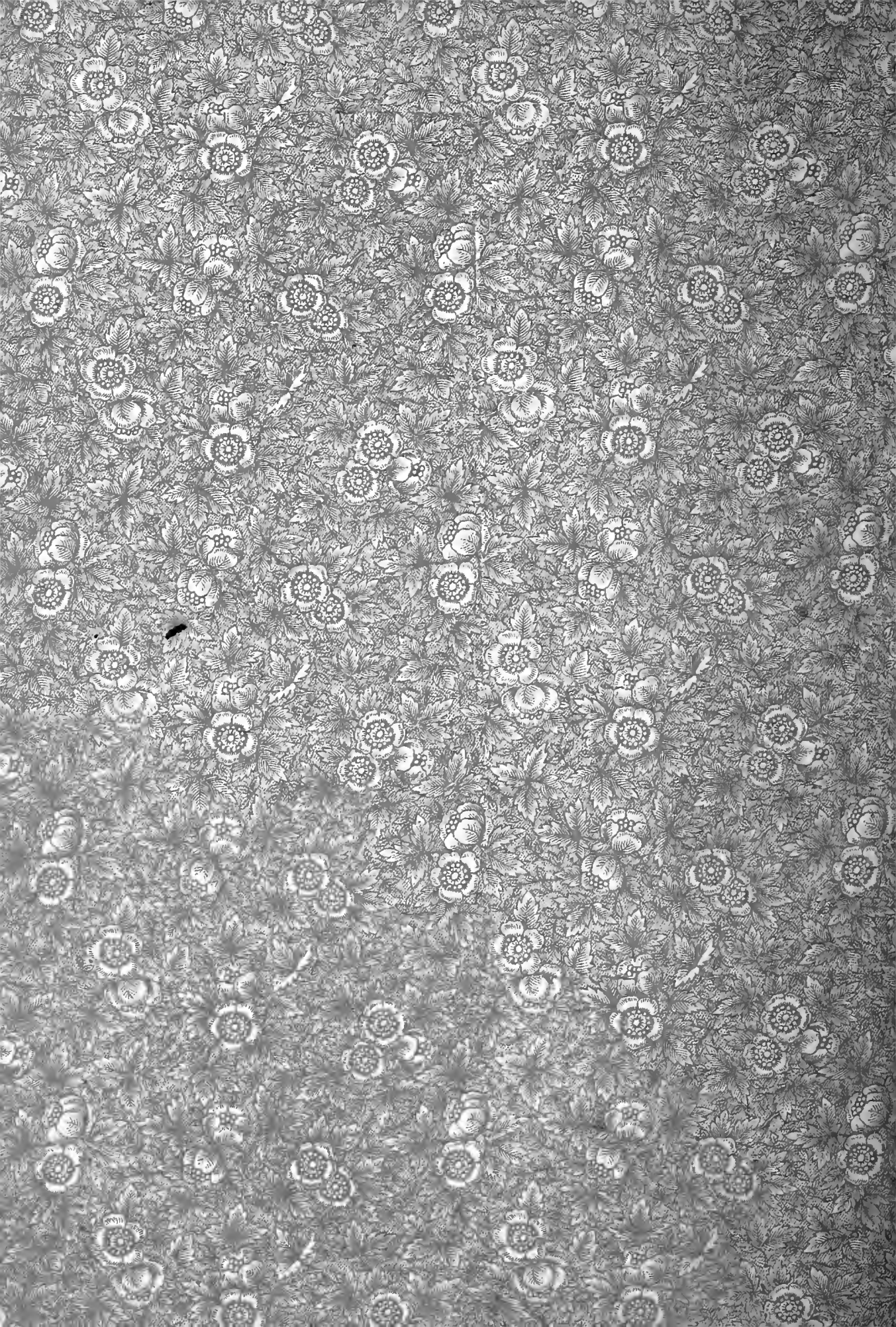

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